

Location	Year Study Conducted	Age	Sources	Sample Size	Sampling Strategy	Survey Description	Administration Method	Response Rate	Weighting	Threshold for PG Questions	Assessment Instrument	Gambling Availability	Past-Year Gambling Prevalence	Problem Gambling Prevalence	Standardized Problem Gambling Prevalence	Standardization Calculations	Demographic Correlates of PG	Game Correlates of PG	Comments	Reference URL	Reference URL
ALBERTA	1993	18+	Wynne, H., Smith, G., & Volberg, R.A. (1994). Gambling and Problem Gambling in Alberta. Final Report. Edmonton, AB: Report prepared for Alberta Lotteries and Gaming.	1,803 (additional 30 face-to-face interviews)	Random digit dialing; random selection within household; stratified sampling by region: 24% (n=437) of the interviews in Edmonton area, 30% (n=534) in Calgary area, 33% (n=589) in Northern Alberta communities, and 14% (n=243) in Southern Alberta communities.	a study of the gambling practices of the citizens of Alberta	Telephone interview, face-to-face residential interviews with a subsample of telephone respondents.	50%	No, but the sample is said to mirror the AB population by region.	Lifetime participation in a gambling activity.	SOGS-PY & SOGS-L	Lotteries introduced in 1973; casinos with table games in 1980 expanding to 19 casinos by 2007; expanded availability of bingo up to mid 1990s; 1989 introduction of instant win scratch tickets; 1990 introduction of sports betting; 1992 introduction of video lottery terminals in bars; 1996 introduction of slot machines to casinos. 1,787 EGMs in 1993; 1993 population of 2,574,890; 1457 people per EGM.	80.3% = "Current gambling participation" (p. 28) indicates the following: 7% "non-gamblers"; 3% "infrequent gamblers" (i.e., hadn't gambled in past year); 50% "past-year gamblers"; 40% "weekly gamblers". Past year participation also available by gambling format.	SOGS-PY: 4.0% (3-4); 1.4% (5+); 5.4% combined SOGS-L: 5.9% (3-4); 2.7% (5+); 8.6% combined	4.6%	$5.4 * 72 / 1.59 * 74 = 4.6\%$	under the age of 30; non-Caucasian; significantly less likely to be married; less education; income below \$25,000	bingo, games of skill, horse races, M.T.s, card/dice at out-of-province casinos, and local casinos - nearly all of which are continuous forms of play.	<a href="http://hdl.handle.net">http://hdl.handle.net</a>		
ALBERTA	1997	18+	Wynne Resources Ltd. (1998). Adult Gambling and Problem Gambling in Alberta, 1998. Edmonton: Report to the Alberta Alcohol and Drug Abuse Commission.	1821	Random digit dialing; random selection within household; 24% of respondents were from Edmonton, 28% were from Calgary, 33% were from northern Alberta, and 15% were from southern Alberta.	gambling activities and attitudes of Albertans	telephone interview	67%		Lifetime participation in a gambling activity.	SOGS-PY & SOGS-L	Lotteries introduced in 1973; casinos with table games in 1980 expanding to 19 casinos by 2007; expanded availability of bingo up to mid 1990s; 1989 introduction of instant win scratch tickets; 1990 introduction of sports betting; 1992 introduction of video lottery terminals in bars; 1996 introduction of slot machines to casinos. 6,631 EGMs in 1997; 1997 population of 2,791,000; 491 people per EGM.	87.4%	SOGS-PY: 2.8% (3-4); 2.0% (5+); 4.8% combined SOGS-L: 5.2% (3-4); 2.7% (5+); 7.9% combined	4.1%	$4.8 * 72 / 1.59 * 74 = 4.1\%$	male; single; divorced or separated; under 30 years of age; Aboriginal; annual household income under \$20,000; live with at least one other person under age 18; Catholic; unemployed; lower education.	EGMs; casino games; bingo; pull-tab tickets; instant-win/scratch tickets	<a href="http://hdl.handle.net">http://hdl.handle.net</a>		
ALBERTA	2001	18+	Smith, G. J., & Wynne, H. J. (2002). Measuring Gambling and Problem gambling in Alberta using the Canadian Problem Gambling Index. Edmonton: Prepared for the Alberta Gaming Research Institute.	1804	Random digit dialing procedure; random selection within household; stratified sampling by region and gender	gambling activities and attitudes of Albertans	telephone interview	63.8%		Gambled in the past 12 months.	CPGI	Lotteries introduced in 1973; casinos with table games in 1980 expanding to 19 casinos by 2007; expanded availability of bingo up to mid 1990s; 1989 introduction of instant win scratch tickets; 1990 introduction of sports betting; 1992 introduction of video lottery terminals in bars; 1996 introduction of slot machines to casinos. 10,317 EGMs in 2001; 2001 population of 2,841,150; 295 people per EGM.	82%	3.9% (3-7); 1.3% (8+); 5.2% combined	3.5%	$5.2 * 58 / 1.59 * 74 = 3.5\%$	northern Alberta residents; males; age group (18-24); living common-law; being single; lowest income category (less than \$20,000); Aboriginal; anxiety; unemployed	EGMs; bingo; casino games	<a href="http://hdl.handle.net">http://hdl.handle.net</a>		
ALBERTA	2008	18+	Williams, R.J., Belanger, Y.D., & Arthur, J.N. (2011). Gambling in Alberta: History, Current Status, and Socioeconomic Impacts. Final Report to the Alberta Gaming Research Institute. Edmonton, Alberta. April 2, 2011. Appendix A: 2008 and 2009 Alberta Population Surveys.	3,001 (telephone sample) 2,019 (Online Panel sample)	[Telephone] = Random digit dialing; minimum quota of 40% males; random selection within household; 16 attempts to contact the person. [Online] = individuals were recruited via email solicitation by the online research division of Consumer Contact (ResearchNet) to the Alberta online panelists who were members of their Canadian online panel (NetPanel). Because of insufficient numbers, the NetPanel was supplemented with Alberta online panelists from other survey companies (21% supplementation).	gambling in Alberta	telephone interview; self-administered online (Online Panel)	25.5% (telephone sample)	age, gender, household size	spending more than \$10 per month on gambling in a typical month	CPGI, PPGM	648.5 EGMs per 100,000 People 18+ in 2008/2009; 0.8 Casinos per 100,000 People 18+ in 2008/2009; 17,845 EGMs in 2008; 2008 population of 3,512,368; 197 people per EGM.	72.2% (does not include raffles)	Telephone CPGI: 3.8% (3+) Telephone PPGM: 2.1% Online Panel CPGI: 9.8% (3+) Online Panel PPGM: 4.6%	1.6%	$2.1 * 144 * 53 = 1.6\%$	Gambling to escape or to win money; males; mental health problem; less education; lower income; Aboriginal or Asian; tobacco user; casino proximity; presence of other addictions	EGMs; table games; Internet gambling; high risk stocks; instant win tickets	<a href="http://hdl.handle.net">http://hdl.handle.net</a>		
ALBERTA	2009	18+	Williams, R.J., Belanger, Y.D., & Arthur, J.N. (2011). Gambling in Alberta: History, Current Status, and Socioeconomic Impacts. Final Report to the Alberta Gaming Research Institute. Edmonton, Alberta. April 2, 2011. Appendix A: 2008 and 2009 Alberta Population Surveys.	1,004 (general population telephone sample); 1,006 (Online Panel)	Sampling strategy similar to Year 2008. Sample sizes different; change in email solicitation wording used for online panel recruitment.	"We have a short study about gambling in Alberta". For online sample, "We have a short survey about recreational activities in Alberta"	telephone interview; self-administered online (Online Panel)	33.1% (General Population telephone sample)	age, gender, household size	Gambling at least once a month on any form of gambling in past 12 months.	CPGI, PPGM	650.3 EGMs per 100,000 People 18+ in 2009/2010; 0.8 Casinos per 100,000 People 18+ in 2009/2010; 18,644 EGMs in 2009; 2009 population of 3,603,840; 196 people per EGM.	73.6% (does not include raffles)	Telephone CPGI: 4.9% (3+) Telephone PPGM: 3.1% Online Panel CPGI: 10.4% (3+) Online Panel PPGM: 5.6%	2.4%	$3.1 * 144 * 53 = 2.4\%$			<a href="http://hdl.handle.net">http://hdl.handle.net</a>		
BRITISH COLUMBIA	1993	18+	Gemin Research & Angus Reid Group. (1994). Social Gaming and Problem Gambling in British Columbia. Report to the British Columbia Lottery Corporation. Roaming Spring, PA: Gemin Research.	1200	Random digit dialing; random selection within household; sample mirrors the geographic, gender and age distribution of the population.	how people in British Columbia spend their leisure time	telephone interview	25% (200 individuals who refused to complete the interview were recontacted and were administered a shortened version of the questionnaire; these additional interviews determined if there was no substantial demographic or gambling difference between those who refused to participate and those who did participate.)		None	SOGS-PY & SOGS-L	First permanent casinos (table games only) in 1986; increasing to 3 in 1987; 5 in 1988; 6 in 1994. EGMs (slot machines) not introduced until 1997.	84%	SOGS-PY: 2.6% (3-4); 1.2% (5+); 3.8% combined SOGS-L: 6.0% (3-4); 1.8% (5+); 7.8% combined	6%	$3.8 * 72 / 2.18 * 6.0\%$	Males of non-European ancestry with lower levels of education and lower household income.	casinos; bingo; horse track betting	<a href="http://hdl.handle.net">http://hdl.handle.net</a>		

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BRITISH COLUMBIA	1998	18+	Angus Reid Group. (1998). Problem Gambling Survey 1998. Final Report. Submitted to the British Columbia Lottery Corporation. Vancouver, BC. Author.	810	Random digit dialing; random selection within household; sample mirrors the geographic, gender and age distribution of the population.	some of the ways people might spend their leisure time	telephone interview	(assuming it is similar to 1993)		None	SOGS-PY & SOGS-L	8 casinos with table games only in 1997; 185 slot machines introduced to casinos in 1997.	Past year participation only available by gambling format "Comparisons of 1993 and 1998 measurements of past year participation suggest that gambling participation is stable or declining in most categories."	SOGS-PY: 2.7% (3-4); 1.1% (5+); 3.8% combined SOGS-L: 8.4% (3-4); 2.1% (5+); 10.5% combined	6%	3.8 * 72 * 2.18 = 6.0%	Males of non-European ancestry with lower levels of education and household income.	local casino		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
BRITISH COLUMBIA	2002	18+	Issos-Reid & Gemini Research. (2003). British Columbia Problem Gambling Prevalence Study. Victoria, BC. Ministry of Public Safety and Solicitor General.	2500	Random digit dialing; random selection within household; Quotas were established to ensure that the final sample accurately reflected the breakdown of males (49%) and females (51%) in British Columbia. The sample frame consisted of five geographic regions.	gambling activities and attitudes toward gambling	telephone interview	27%	age, gender, region	past year gamblers	CPGI; SOGS-PY	9 casinos in 2002; 3,304 EGMs in 2002; 2001 population of 3,607,738; 1183 people per EGM.	85%	CPGI: 4.2% (3-7); 0.4% (8+); 4.6% combined SOGS-PY: 3.8% (3-4); 1.1% (5+); 3.8% combined	2.1%	CPGI: 4.6 * 58 * 1.44 * 53 = 2.0% SOGS-PY: 3.8 * 72 * 1.44 * 53 = 2.1% Average = 2.1%	Northern residents; young residents (18-24 years); lower household income residents (<\$30K).	sports lotteries; bingo; horse racing; casinos; internet gamblers (small sample size); electronic gaming machines outside casinos (small sample size)		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
BRITISH COLUMBIA	2007	18+	Issos-Reid & Gemini Research. (2008). British Columbia Problem Gambling Prevalence Study. Victoria, BC. Ministry of Public Safety and Solicitor General.	3000	Random digit dialing; random selection within household; stratified by region (the 5 regional health authorities), and gender within each region; In addition, minimum quotas were set for younger respondents (18 to 34 years) (knowing they are harder to contact and less likely to participate)	gambling activities and attitudes toward gambling	telephone interview	28%	age, gender, region	gambling in past year	CPGI	203.8 EGMs per 100,000 People 18+ in 2008/2009; 0.5 Casinos per 100,000 People 18+ in 2008/2009; 8,942 EGMs in 2007; 2007 population of 4,402,900; 518 people per EGM.	73%	3.7% (3-7); 0.9% (8+); 4.6% combined	2%	4.6 * 58 * 1.44 * 53 = 2.0%	males; 18 to 34 years; high school education or less; unemployed; divorced/separated and never married	Lottery games; casino gambling		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
BRITISH COLUMBIA	2014	18+	R.A. Malatest & Associates Ltd. & Gaming Policy and Enforcement Branch, Ministry of Finance. (2014, October). 2014 British Columbia problem gambling prevalence study. Final report. Retrieved from <a href="https://www.gaming.gov.bc.ca/reports/docs/prg-prevalence-study-2014.pdf">https://www.gaming.gov.bc.ca/reports/docs/prg-prevalence-study-2014.pdf</a>	3058	disproportionate stratified random sampling plan based on obtaining at least 3,000 completed surveys with a representative sample; sampling plan was developed to yield comparable survey precision to past prevalence studies in B.C. in order to obtain a margin of error of ±4.0% (at the 95% confidence level) at the regional health authority region level. final sample frame consisted of three sample sources: listed sample (73%), random digit dialled (RDD) sample (random B methodology/xiv) (5%), and cell phone sample (22%).	games of chance, gaming, and other issues of importance to B.C. residents	telephone interview, self-administered online	10.2%	based on actual proportion of B.C. male and female adults in each regional health authority	gambling in past year	CPGI		72.5%	2.6% (3-7); 0.7% (8+); 3.3% combined		18 to 24 years of age; Aboriginal, Inuit, or Métis ethnic origins; Southern Asian ethnic origins; low household incomes; more likely to experience a mental health issue; more likely to report using drugs or alcohol while gambling	participate in a diversity of gambling activities	A total of 58 web completions were obtained. Surveys were completed in English, Mandarin, and Punjabi.	<a href="https://www.gaming">https://www.gaming</a>		
MANITOBA	1993	18+	Criterion Research Corp. (1993). Problem Gambling Study. Final Report. Report to the Manitoba Lotteries Foundation. Winnipeg, MB. Author.	1212	Random selection of listed numbers; random selection within household; sample stratified proportional to the population of each Census Division. The demographic data from the sample was compared with the 1990 Census (p. 5).	a study of the gambling practices of Manitobans	telephone interview	62%		Had ever participated in any gambling activity.	SOGS-PY	First casino opens in 1989 (contains slot machines); VLTs introduced to rural Manitoba in New 1993; in 1993 2 new casinos with slots opened & VLTs were introduced into Winnipeg; 1993 population of 1,117,600; 2,000 VLTs in 1993.	87%	2.8% (3-4); 1.3% (5+); 4.2% combined	3.6%	4.2 * 72 * 1.59 * 74 = 3.6%	male; under 30 years of age			<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
MANITOBA	1995	18+	Criterion Research Corp. (1995). Problem Gambling Study. Final Report. Report prepared for the Manitoba Lotteries Corporation. Winnipeg, MB. Author.	1207	Random selection of listed numbers; random selection within household; sample stratified proportional to the population of each Census Division. The demographic data from the sample was compared with the 1991 Census (p. 3).		telephone interview	60%		Had ever participated in any gambling activity.	SOGS-PY	First casino opens in 1989; 1991 rural VLTs; 1993 2 new casinos & Winnipeg VLTs; 1995 population of 1,129,200; 5,400 VLTs in 1995.	(Lifetime participation = 92%)	2.4% (3-4); 1.9% (5+); 4.3% combined	3.6%	4.3 * 72 * 1.59 * 74 = 3.6%	under 30 years of age; household incomes in excess of \$25,000			<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
MANITOBA	2001	18+	Brown, D., Patton, D., Dhaliwal, J., Pankratz, C., & Broszel, B. (2002). Gambling Involvement and Problem Gambling in Manitoba. Winnipeg, MB: Addictions Foundation of Manitoba.	3119	Winnipeg and some of the rural areas near proposed casino sites were over sampled. The largest proportion of the sample is from Winnipeg; 56.3%. Twenty three percent of the respondents were from rural southern Manitoba. 14.6% were from Western Manitoba and 5.6% were from the northern part of the province. The sample frequencies are comparable with the population of Manitoba on most important characteristics. Specifically, the age and income level of the sample closely approximates the population (for details see pp. 8-10).		telephone interview	40.7%	Yes	gambled in the past 12 months	CPGI; SOGS-PY	First casino opens in 1989; 1991 rural VLTs; 1993 2 new casinos & Winnipeg VLTs; 7,013 EGMs in 2002; 2001 population of 1,151,400; People per EGM = 164.	85%	SOGS-PY: 2.3% (5+) CPGI: 2.3% (3-7); 1.1% (8+); 3.4% combined	2.1%	SOGS-PY: 2.3 * 1.49 * 1.44 * 53 = 2.6% CPGI: 3.4 * 58 * 1.44 * 53 = 1.5% Average = 2.1%	males; under 25 years of age; household incomes under \$30,000		First Nation gamblers tended to spend more time and money on gambling than other respondents. This would suggest that they might also constitute a higher risk group for gambling problems. However, our sample did not include a sufficient number of people from this population to make that connection with confidence. Note that the gambling prevalence rate in 2001 is not based on the full sample; the CPGI was administered to about 600 individuals and the South Oaks Gambling Screen was also administered to about 500 individuals.	<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
MANITOBA	2006	18+	Lemaire, J., Mackay, T., & Patton, D. (2008). Manitoba Gambling and Problem Gambling 2008. Winnipeg, MB: Addictions Foundation of Manitoba.	6007	Random digit dialing; quota sampling near the end to increase the proportion of 18 to 24 year-old and male respondents.		telephone interview	42.4%	age, gender, income		CPGI	884.8 EGMs per 100,000 People 18+ in 2006/2007; 0.5 Casinos per 100,000 People 18+ in 2006/2007; 7,711 EGMs in 2006; 2006 population of 1,184,000; 154 people per EGM.	85.6%	4.7% (3-7); 1.4% (8+); 6.1% combined	2.7%	6.1 * 58 * 1.44 * 53 = 2.7%	18-24 year olds; personal income levels less than \$20,000; single; separated/divorced; working part-time and/or being unemployed.	EGMs		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
MANITOBA	2013	18+	Liquor and Gaming Authority of Manitoba. (2014, June). Liquor and gambling in Manitoba. Winnipeg, MB. Author.	1200	stratified sampling technique to ensure the inclusion of participants from the major regions of the province – Winnipeg, Brandon, southern and northern Manitoba.		telephone interview	16%	weights based on the 2011 Canadian Census corrected for minor discrepancies in gender, age, and household income.		CPGI/PGSI		77.3% (participating in up to three activities all less than once a year; were also classified as non-gamblers.)	1.2% (3-7); 0.8% (8+); 2.0% combined					<a href="http://gammanitoba.ca">http://gammanitoba.ca</a>		

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MANITOBA	2016	18+	Liquor and Gaming Authority of Manitoba. (2017, February). Liquor and gambling in Manitoba II. Winnipeg, MB: Author.	1200	stratified sampling technique to ensure the inclusion of participants from the major regions of the province: Winnipeg, Brandon, southern and northern Manitoba. The telephone survey took place over four weeks from June 7 to July 10, 2016, from PRA's call centre in Winnipeg. Multiple call attempts to non-responders varied by day of the week and time of day to ensure higher response rates.	telephone interview	16%	weights based on the 2011 Canadian Census corrected for minor discrepancies in sex, age, and household income.			CPGI(PGSI)	74.2% participating in up to three activities; all less than once a year, were also classified as non-gamblers.)	0.3% (3-7); 0.2% (8+); 0.5% combined								<a href="https://lgamb.ca/so">https://lgamb.ca/so</a>	
NEW BRUNSWICK	1992	18+	Baseline Market Research. (1992). Final Report Prevalence Study/ Problem Gambling. Prepared for Department of Finance, Province of New Brunswick. New Brunswick: Author.	800	Generated a listing of telephone numbers using a combination of listed exchanges and random number generation; one telephone contact was made with a household; a second stage selection procedure was carried out to determine the person to be interviewed; sample selected did represent the overall population of New Brunswick (see table on p. 3).	telephone interview	59%		Any gambling activity in lifetime.		SOQS-PY & SOGSL	VLTs introduced 1990: 2,800 VLTs in 1992, 1991 population of 723,900, 259 people per EGM.	80% (Occasional gamblers + Regular gamblers)	SOQS-PY: 3.13% (3-4); 2.2% (5-4); 4.5% combined SOGSL: 4.0% (3-4); 2.0% (5+); 6.0% combined	3.8%	4.5 * 72 + 1.59 * 74 = 3.8%	males; no more than a high school education; income less than \$40,000; single	card games; EGMs	Questionnaire in both English and French; samples for problem and probable pathological gamblers were noted as being very small.		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
NEW BRUNSWICK	1996	18+	Baseline Market Research. (1996). Final Report Prevalence Study/ Problem Gambling Wave 2. Prepared for Department of Finance, Fredericton: New Brunswick Department of Finance.	800	Random sampling from telephone listed numbers and random number generation; random selection within household; the obtained sample did represent the overall population of New Brunswick, as demonstrated in Table 1.	telephone interview	46%		participated in any type of gambling activity in their lifetime		SOQS-PY & SOGSL	VLTs introduced 1990: 3,700 EGMs in 1996, 1996 population of 752,268, 203 people per EGM.	84% (Occasional gamblers + Regular gamblers)	SOQS-PY: 1.9% (3-4); 2.2% (5-4); 4.1% combined SOGSL: 2.6% (3-4); 2.4% (5+); 5.0% combined	6.5%	4.1 * 1.59 + 6.0%	male; no more than a high school education; single; Francophones	EGMs; betting on horses	Interviews were conducted in the language of choice of the respondent. While approximately 38% of the sample indicated French as their mother tongue, approximately 27% chose to complete the interview in French.		<a href="http://www.gnb.ca/0">http://www.gnb.ca/0</a>	
NEW BRUNSWICK	2001	19+	Focal Research Consultants Ltd. (2001). 2001 Survey of Gambling and Problem Gambling in New Brunswick. Prepared for the New Brunswick Department of Health & Wellness. Fredericton: New Brunswick Department of Health & Wellness.	800	Random sampling of listed and unlisted numbers, stratified by gender; obtained sample under-represented younger adults (i.e., aged 19 to 24 years*); results are considered representative and generalizable to the New Brunswick adult population; survey administered in either English or French.	telephone interview	63%	age, home language	ever gambled		CPGI: Problem Gambling Triangulation Measure (PGTM)	2,800 EGMs in 2001, 2001 population of 749,801, 269 people per EGM.	81% (Casual gamblers + Regular gamblers)	CPGI: 1.8% (3-7); 1.4% (8+) 3.2% combined	2%	3.2 * 58 + 1.44 * 76 = 2.0%	male; single	EGMs			<a href="http://www.gnb.ca/0">http://www.gnb.ca/0</a>	
NEW BRUNSWICK	2009	19+	MarketQuest Research. (2010). 2009 New Brunswick Gambling Prevalence Study. Prepared for Department of Health and New Brunswick Lotteries and Gaming Corporation, Government of New Brunswick. Fredericton, NB.	2821	Random digit dialing; random selection within household; stratified by the seven health zones in the province as well as age and gender within each zone; survey administered in either English or French	telephone interview		Yes	ever gambled		CPGI	323.3 EGMs per 100,000 People 18+ in 2009/2010, 0 Casinos per 100,000 People 18+; 1,976 EGMs in 2009, 2009 population of 749,983, 380 people per EGM.	78%	2.7% (3-7); 1.3% (8+); 4.0% combined	2.5%	4.0 * 58 + 1.44 * 76 = 2.5%	male; between ages 19 and 44; high school or less than high school education	EGMs; Internet gambling; poker	More comprehensive list of gambling activities was developed in comparison to past provincial surveys.		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
NEW BRUNSWICK	2014	19+	MOQ Research. (2016). 2014 New Brunswick gambling prevalence study. Fredericton, NB: Department of Health and Department of Finance.	2800	"we are conducting a survey across the province about games of chance, gambling and other related issues"	telephone interview	Yes	Yes	ever gambled		CPGI		1.8% (moderate-risk); 1.0% (problem gambling); 2.8% combined			male; between ages 19 to 54	bet on sports pools or sporting events; poker; pull tab; daily lottery ticket; Internet; VLT	This study used the same methodological approach as the 2009 study.		<a href="http://hdl.handle.net">http://hdl.handle.net</a>		
NEWFOUNDLAND AND LABRADOR	2005	19+	MarketQuest Research (2005). 2005 Newfoundland and Labrador Gambling Prevalence Study. Prepared for the Department of Health and Community Services, Government of Newfoundland and Labrador. St. John's, NL: Department of Health and Community Services.	2596	Stratified sampling by health region, age, and gender; random selection within household.	telephone interview	yes	gambled in the past 12 months			CPGI	637.9 EGMs per 100,000 People 18+ in 2005/2006; 0 Casinos per 100,000 People 18+; VLTs introduced 1991, 2,644 EGMs in 2005, 2005 population of 514,383, 195 people per EGM.	84%	2.2% (3-7); 1.2% (8+); 3.4% combined	2.2%	3.4 * 58 + 1.44 * 76 = 2.2%	males; ages 25-34; some post-secondary education; incomes of \$20,001 to \$40,000	EGMs; Poker			<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
NEWFOUNDLAND AND LABRADOR	2009	19+	MarketQuest Research (2009). 2009 Newfoundland and Labrador Gambling Prevalence Study. Prepared for Department of Health and Community Services, Government of Newfoundland and Labrador. St. John's, NL: Department of Health and Community Services.	4002	Random digit dialing; stratified by the four Regional Health Authorities as well as age and gender; random selection within household.	telephone interview	yes	gambled in the past 12 months			CPGI	494.2 EGMs per 100,000 People 18+ in 2009/2010; 0 Casinos, 2,059 EGMs in 2009, 2009 population of 538,862, 247 people per EGM.	77%	1.7% (3-7); 0.7% (8+); 2.4% combined	1.5%	2.4 * 58 + 1.44 * 76 = 1.5%	equally likely to be male or female; ages 35 - 64; lower income	EGMs; Poker; Internet Poker			<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
NOVA SCOTIA	1993	18+	Omnifacts Research. (1993). An Examination of the Prevalence of Gambling in Nova Scotia. Report #03090. Halifax, Nova Scotia Department of Health, Drug Dependency Services.	810	Stratified the population of Nova Scotia into clusters then selected a proportionate random sample of listed telephone numbers for each cluster; random selection within household.	telephone interview	39.6% (calculated from information contained in the report)	no	gambling for money in lifetime		SOGSL	VLTs introduced 1991: first casino in 1995, 1993 population of 923,525, -1,300 EGMs in 1993, 711 people per EGM.	80% (Lifetime)	SOQS-L: 3.1% (3-4); 1.1% (5+); 4.8% combined	2.6%	4.8 * 67 + 72 * 2.18 = 51 + 2.4%	young to middle aged males; slight majority of whom earn less than \$40,000 per year and have high school or less education; twice as likely to have been divorced or separated	male; high school diploma or less	Report also included a separate sample of 300 adolescents 13 to 17 years of age.		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
NOVA SCOTIA	1996	19+	Baseline Market Research. (1996). Final Report 1996 Prevalence Study on Problem Gambling in Nova Scotia. Prepared for Nova Scotia Department of Health. Halifax, NS: Author.	801	Stratified random sampling which ensured a known probability of selection for residents within each of Nova Scotia's four health regions; randomly generated telephone numbers obtained from a bank of telephone numbers; sample is representative of overall population of Nova Scotia (see table on p. 6).	telephone interview	41.9%	Yes	participated in at least one gambling activity in lifetime		SOQS-PY & SOGSL	VLTs introduced 1991: first casino in 1995, -2,900 VLTs in 1996, 1996 population of 931,327.	92% (96% Lifetime)	SOQS-PY: 2.8% (3-4); 1.1% (5+); 3.9% combined SOGSL: 3.6% (3-4); 1.9% (5+); 5.9% combined	2.1%	3.9 * 72 + 1.44 * 53 = 2.1%	male; high school diploma or less			<a href="http://hdl.handle.net">http://hdl.handle.net</a>		
NOVA SCOTIA	2003	19+	Focal Research Consultants. (2004). 2003 Nova Scotia Gambling Prevalence Study. Commissioned by the Nova Scotia Office of Health Promotion.	2800	Random selection of household; surveying all adults in household.	telephone interview	68%	No	"Due to sampling techniques used and the response rate achieved, it was unnecessary to weight the data to reflect population statistics."	participated in at least one gambling activity in lifetime	CPGI: Problem Gambling Triangulation Measure	673.1 EGMs per 100,000 People 18+ in 2003; 0 Casinos per 100,000 People 18+ in 2003; 4,975 EGMs in 2003, 2003 population of 937,491, 188 people per EGM.	89.3%	0.8% (3-7); 2.1% (8+); 2.1% combined	1.4%	CPGI: 2.1 * 58 + 1.59 * 74 = 1.4%	males; 25-34 year old age group	EGMs		<a href="http://hdl.handle.net">http://hdl.handle.net</a>		
NOVA SCOTIA	2007	19+	Focal Research Consultants (2008). 2007 Adult Gambling Prevalence Study. Halifax, NS: Nova Scotia Health Promotion and Protection.	2500	Geographically stratified random sampling surveyed all adults in household.	telephone interview	60.6%	No	"Due to sampling techniques used and the response rate achieved, it was unnecessary to weight the data to reflect population statistics."	participated in at least one gambling activity in lifetime	CPGI	438.6 EGMs per 100,000 People 18+ in 2007/2008; 0 Casinos per 100,000 People 18+ in 2007/2008. 3,285 EGMs in 2007, 2007 population of 935,794, 285 people per EGM.	87%	1.6% (3-7); 0.9% (8+); 3.5% combined	1.7%	2.5 * 58 + 1.59 * 74 = 1.7%	males; under 35 years of age; disabled adults; unemployed; 19-24 year old age group (at risk); single, living common-law or separated	EGMs; daily lottery games		<a href="http://hdl.handle.net">http://hdl.handle.net</a>		

Location	Year Study Conducted	Age	Sources	Sample Size	Sampling Strategy	Survey Description	Administration Method	Response Rate	Weighting	Threshold for PG Questions	Assessment Instrument	Gambling Availability	Past-Year Gambling Prevalence	Problem Gambling Prevalence	Standardized Problem Gambling Prevalence	Standardization Calculations	Demographic Correlates of PG	Game Correlates of PG	Comments	Reference URL	Reference URL
NOVA SCOTIA	2013	19+	Nova Scotia Department of Health and Wellness. (2016). 2013 Nova Scotia Adult Gambling Information Collection Project Technical Report. Halifax, NS: Author.	5218	Geographically stratified random sampling; surveyed all adults in household.		telephone & online	32% (households selected for survey); 68.9% (adults completed survey within participating household)	Yes - results weighted by sex and age within each zone.		CPGI		72.8%	1.3% (3-7); 0.7% (8+); 2.0% combined			19-24 years of age; single; male; low to moderate level of household income; low level of education; self-identified as being of non-European descent (primarily aboriginal and Asian).	VLTs, casino games, and daily lotteries	The methodology used was equivalent to that used in the 2007 Nova Scotia Adult Gambling Prevalence Study. Because of differences between how PGSI categories were combined ... comparing the PGSI results of the two reports (2007 & 2013) is methodologically inappropriate.	<a href="http://hwaspcas.ca">http://hwaspcas.ca</a>	
ONTARIO	1993	18-74	Insight Canada Research. (1993). Prevalence of Problem & Pathological Gambling in Ontario using the South Oaks Gambling Screen. Toronto, ON: Author.	1200	Geographically stratified random-digit dialing.		telephone interview	65%			SOGS-L (modified)	First casino introduced 1994. No EGMs in 1993.	52% (Ontarians who have spent money on gambling activities in the past twelve months)	SOGS-L: 7.7% (3-4); 0.9% (5+); 8.6% combined	4.9%	8.8 * 72 / 67 * 1.59 + .74 = 4.9%	Males; ages 18-44 and 65-74; separated or never married; high school education or less; Canadian, French or Irish heritage; Aboriginal; annual household earnings between \$20,000 and \$29,999, and between \$50,000 and \$79,999; the unemployed or students; residents of Central and Northern Ontario.			<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
ONTARIO	1995	18+	Feris, J., Strup, T., & Ialomieanu, A. (1996). Gambling in Ontario: A Report from a General Population Survey on Gambling-Related Problems and Opinions. Toronto, ON: Addiction Research Foundation.	1030	Random digit dialing; random selection within household. The resulting sample is broadly representative of the adult population of Ontario living in private households with telephones.	issues that some people think are social problems	telephone interview	65%	household size; 810 in their lifetime on gambling	spent more than 89 in a typical month in some form of gambling in the past year.	SOGS-PY (not reported) & SOGS-L, DSM-IV-TR & DSM-IV-L, Life Areas Problem Measure-PY	First casino introduced 1994. 1995 population of 10,950,118	84%	SOGS-L: 1.84% (3-4); 1.65% (5+); 3.49% combined DSM-IV-TR: 2.0% (3-4); 0.2% (5+); 2.20% combined DSM-IV-L: 2.03% (3-4); 0.49% (5+); 2.52% combined Life Areas Problem Measure-PY: 5.1% (1 or more problems)	4.2%	2.2 * 1.19 * 1.59 = 4.2%	Younger adults; males; divorced or separated; never married	lottery gambling; sports betting		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
ONTARIO	2001	18+	Wiebe, J., Single, E., & Falkowski-Ham, A. (2001). Measuring Gambling and Problem Gambling in Ontario. Toronto, ON: Canadian Centre on Substance Abuse and Responsible Gambling Council (Ontario).	5000	Random selection of live residential numbers; random selection within household; sample stratified by region, age and gender	the gambling activities and attitudes of adult Ontarians	telephone interview	37%	age, region	gambled in past year	CPGI	19,798 EGMs in 2002-2001 population of 11,896,663. 601 people per EGM.	83%	3.1% (3-7); 0.7% (8+); 3.9% combined	1.7%	3.8 * 58 * 1.44 * 53 = 1.7%	male; ages 18-24; single; students; unemployed; better educated	lottery tickets; EGMs; scratch tickets; casino table games; gambling with booze		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
ONTARIO	2003	18+	Williams, R.J., & Wood, R.T. (2004a). Demographic Sources of Ontario Gaming Revenue. Final Report submitted to the Ontario Problem Gambling Research Centre. June 23, 2004. Williams, R.J., & Wood, R.T. (2007b). The proportion of Ontario gambling revenue derived from problem gamblers. Canadian Public Policy, 33(3), 367-388.	6654	Random digit dialing; random selection within household	survey about gambling	telephone interview	51%	gender, age, ethnicity	Spending at least \$9 in a typical month in some form of gambling in the past year.	CPGI	216.6 EGMs per 100,000 People 18+ in 2003. 0.11 Casinos per 100,000 People 18+ in 2003. 20,402 EGMs in 2003. 2003 population of 12,242,273. 600 people per EGM.		3.8% (3-7); 1.0% (8+); 4.8% combined	3%	4.8 * 58 * 1.44 * 76 = 3.0%	male; Aboriginal and 'Other' Ethnicity; lower income; less education; single or divorced		Not designed to be a prevalence study, but prevalence data was obtained.	<a href="http://hdl.handle.net">http://hdl.handle.net</a>	<a href="http://hdl.handle.net">http://hdl.handle.net</a>
ONTARIO	2005	18+	Wiebe, J., Mun, P., & Kaufman, N. (2006). Gambling and Problem Gambling in Ontario 2005. Toronto, ON: Responsible Gambling Council (Ontario).	3604	Random digit dialing; random selection within household; Table 2.1.0 (p. 14) shows sample gender and age demographics compared to Statistics Canada's population estimates of Ontario for gender and age compositions in 2005 and 2004, respectively (Statistics Canada, 2006).	attitudes and behaviours towards gambling	telephone interview	46.4%	Gender	participates in any form of gambling	CPGI (in addition to the annual time frame, time frames of the past 6 months and past month were also used.)	216.6 EGMs per 100,000 People 18+ in 2005/2006; 11 Casinos per 100,000 People 18+ in 2005/2006; 23,434 EGMs in past month population of 12,526,466. 435 people per EGM.	63.3%	2.6% (3-7); 0.8% (8+); 3.4% combined	2.2%	3.4 * 58 * 1.44 * 76 = 2.2%	males; 18 to 24 year-olds; single and never married	gambling on slot machines in Ontario casinos; slots at racetracks	As shown in Table 4.1.0, problem gambling behaviour decreased as the time frame narrowed. From the 12-month time frame to the one-month time frame, the results showed that 50% fewer individuals were classified as at risk, as having moderate problems, and as having severe problems.	<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
ONTARIO	2007-2008	12+	Statistics Canada. (2009). Canadian Community Health Survey Cycle 4.1. 2007 (computer file). Ottawa, Ontario: Author. Health Statistics Division [producer]. Statistics Canada. Data Liberation Initiative (datahub). (STC cat. no. 62M0013XCB). UT/OLS. Metadata Analysis and Subsetting (SMA) (data extraction tool), accessed August 18, 2011.	42,145 (age 15+)	Random selection. The 07/08 CCHS was asked to respondents from a geographic area frame (50%) and a telephone frame (50%). The geographic area frame cases were collected in person where possible but some were collected by phone. The telephone frame cases were collected by phone.	"I'm calling regarding the Canadian Community Health Survey ... This survey deals with the various aspects of your health. I'll be asking about such things as physical activity, social relationships and health status. By health, we mean not only the absence of disease or injury but also physical, mental and social well-being."	Telephone (~50%); residential face-to-face interview (~50%)	73.6%	Yes	Participation in some type of gambling more than 5 times in past year. Also, if people indicated they "were not a gambler" they were not administered the CPGI, regardless of gambling frequency.	CPGI	23,026 EGMs in 2007-2007 population of 12,792,637. 556 people per EGM.	68.1%	0.9% (3-7); 0.3% (8+); 1.2% combined (data has been restricted to ages 15+)	0.8%	1.2 * 58 * 1.22 * 0.8%	Male; age 20-29 & 50-59		Note that a 50% administration modify weight was applied, as 50% of the interviews were conducted by phone. Unlike most surveys that collect sensitive demographic information at the very end, much of this is collected at the very outset of the CCHS. In addition, at the very outset the person is asked to provide his/her name, the names of all the other people living in the residence, and his/her date of birth.		
ONTARIO	2011	18+	Williams, R. J. & Volberg, R. A. (2013). Gambling and problem gambling in Ontario. Report prepared for the Ontario Problem Gambling Research Centre and the Ontario Ministry of Health and Long Term Care. June 17, 2013.	4,026 telephone; 4,103 Online Panel	Random digit dialing that included cell phones. (2nd prevalence survey to include cell phones, first being Germany in 2010); stratified sampling to ensure 2/3rds true age x gender quotas in Ontario in 2009; random selection within the household (randies only); 8 attempts to contact the designated person with these attempts spread over a 6 month period; recontacting soft release; at a later point to see if they would be willing to participate; language assist for French and Chinese respondents. Small subset (n = 500) where an attempt was made to interview everyone within the household.	health & recreational behaviour	telephone interview and self-administered online (Online Panel)	18.4%; 10.7% telephone & 21.6% entire household 33.6% online panel	age, gender, household size	gambling once a month or more on some form of gambling in past year	PPGM, CPGI	22,314 EGMs in 2010 (WCQM); 2011 population of 13,372,996. 699 people per EGM.	82.9%	Telephone CPGI 5+ = 1.04% * 1.44 * 25) = 0.79% Telephone PPGM = 2.18% * 1.44 * 53 = 1.66% Average = 1.23%	1.23%	Telephone CPGI 5+ = 1.04% * 1.44 * 25) = 0.79% Telephone PPGM = 2.18% * 1.44 * 53 = 1.66% Average = 1.23%	male; younger (particularly age 18-25); single; not have children; a non-European ancestry; significantly more likely to be users of tobacco and street drugs; to report in is significantly higher (4.3 versus 2.8) than non-problem gamblers as is their overall frequency of participation and monthly expenditure (\$810.31 versus \$55.85).	participate in all forms of gambling to a greater extent except lottery tickets, raffle tickets, and horse race betting. The total number of formats problem gamblers engage in is significantly higher (4.3 versus 2.8) than non-problem gamblers as is their overall frequency of participation and monthly expenditure (\$810.31 versus \$55.85).		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
PRINCE EDWARD ISLAND	1999	18+	Doron, J., & Nicki, R.M. (1999). The Prevalence of Problem Gambling in Prince Edward Island. Fredericton: University of New Brunswick. Doron, J., & Nicki, R.M. (2001). Epidemiology of problem gambling in Prince Edward Island: A Canadian microcosm? Canadian Journal of Psychiatry, 46, 413-417.	809	Random selection of households from the health database; stratified regional (Health Region) sampling; 3 call back attempts; random selection within household	confidential survey about gambling in Prince Edward Island	telephone interview	42.8%	age, gender	participated in at least one gambling activity in the 12 months	SOGS-PY	VLTs introduced in 1991; ~400 EGMs in 1999. 1999 population of 136,281. 341 people per EGM.	83%	SOGS-PY: 1.1% (3-4); 2.0% (5+); 3.1% combined	1.7%	3.1 * 72 * 1.44 * 53 = 1.7%	male; under the age of 50; not married; unemployed	EGMs; cards games; bingo; horse races; pull tabs/scratch tickets		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	
PRINCE EDWARD ISLAND	2005	18+	Doron, J. (2006). Gambling and Problem Gambling in Prince Edward Island. Submitted to Prince Edward Island Department of Health.	1000	The sample of 1000 respondents was selected so that it was representative of the Prince Edward Island population in terms of age, sex, and region of the province; random selection within household.	"research survey on the gambling attitudes of P.E.I. residents"	telephone interview	38%		participated in at least one gambling activity in the previous 12 months	CPGI	523.3 EGMs per 100,000 People 18+ in 2005/2006; 0 Casinos per 100,000 People 18+ in 2005/2006. 563 EGMs in 2005. 2005 population of 138,056. 245 people per EGM.	82%	0.7% (3-7); 0.9% (8+); 1.6% combined	1%	1.6 * 58 * 2.18 * 51 = 1.0%	males; receiving social assistance and/or employment insurance	EGMs		<a href="http://hdl.handle.net">http://hdl.handle.net</a>	

Location	Year Study Conducted	Age	Sources	Sample Size	Sampling Strategy	Survey Description	Administration Method	Response Rate	Weighting	Threshold for PG Questions	Assessment Instrument	Gambling Availability	Past-Year Gambling Prevalence	Problem Gambling Prevalence	Standardized Problem Gambling Prevalence	Standardization Calculations	Demographic Correlates of PG	Game Correlates of PG	Comments	Reference URL	Reference URL
QUEBEC	1989	18+	Ladouceur, R. (1991). Prevalence estimates of pathological gamblers in Quebec. <i>Canada. Canadian Journal of Psychiatry</i> , 36, 732-734. Ladouceur, R. (1996). The prevalence of pathological gambling in Canada. <i>Journal of Gambling Studies</i> , 12(2), 129-142. doi:10.1007/BF01539170	1002	Random selection of listed numbers; stratified sampling to proportionally represent the adult population of each area in the province; random selection within household; 3 attempts to contact each number.		telephone interview	68%			SOGS-L	VLTs and casinos not introduced until 1993.	82.2%	SOGS-L: 2.6% (3-4); 1.2% (+); 3.8% combined	1.9%	3.8 * .72 = .67 * 1.59 * .74 = 1.9%	males; under age of 30 or between 40 and 49 years of age; income: between \$15,000 and \$25,000 or between \$35,000 and \$50,000.			<a href="http://dx.doi.org/10.1">http://dx.doi.org/10.1</a>	
QUEBEC	1996	18+	Ladouceur, R. (1996). The prevalence of pathological gambling in Canada. <i>Journal of Gambling Studies</i> , 12(2), 129-142. doi:10.1007/BF01539170 Ladouceur, R., Jacques, C., Feland, F., Giroux, L. (1999). Prevalence of problem gambling: A replication study 7 years later. <i>Canadian Journal of Psychiatry</i> , 44(8), 802-804.	1257	The sampling procedure used in 1989 is the same as the procedure used in the 1996 study.		telephone interview	68%	age, sex		SOGS-L	VLTs and casinos introduced 1993. 19,149 EGMs in 1999 (WCGM) -14,850 VLTs in 1996. 1996 population of 7,246,897.	63% (Later reported in results of 2002 Quebec survey as 90% due to lottery not being considered a form of gambling by some participants).	1.4% (3-4); 1.0% (6+); 2.4% combined	1.7%	2.4 * .72 = .67 * 1.44 * .76 = 1.1%			Prevalence figures came from the Ladouceur et al. (2002) study.	<a href="http://dx.doi.org/10.1">http://dx.doi.org/10.1</a>	
QUEBEC	2002	18+	Ladouceur, R., Jacques, C., Chevalier, S., Sévigny, S., Hamel, D., & Allard, D. (2004). Prévalence des habitudes de jeu et du jeu pathologique au Québec en 2002. Université Laval and Institut national de santé publique du Québec. Ladouceur, R., Jacques, C., Chevalier, S., Sévigny, S., & Hamel, D. (2005). Prevalence of pathological gambling in Quebec in 2002. <i>Canadian Journal of Psychiatry</i> , 50, 451-456.	8842	Randomly generated phone numbers covering all regions of Quebec; random selection within household.	"We would like to ask you some questions about activities you may have participated in the past 12 months."	telephone interview	60.8%	Yes - number of attempts to reach the resident; the number of adults living in each residence; gender, the overall response rate, and region.	Respondents had to answer "yes" to one of the following criteria to be assessed for problem gambling: 1) have spent more than \$500 annually on gambling or 2) have played too much, spent too much money, or spent too much time gambling.	SOGS-L (for % of the sample) CPGI (for 1/3 of the sample)	20,031 EGMs in 2002. 2002 population of 7,441,078. 371 people per EGM.	81%	SOGS-L: 0.9% (3-4); 0.9% (6+); 1.8% combined CPGI: 1.0% (3-7); 0.7% (8+); 1.7% combined	1.4%	1.7 * .58 = 1.44 * 1.4%	males; ages 18 - 24 years; not completing grade school or high school education; below the poverty line		<a href="http://www.inspq.ca">http://www.inspq.ca</a> <a href="http://w1.cpa.spc.ca">http://w1.cpa.spc.ca</a>		
QUEBEC	2007-2008	12+	Statistics Canada. (2009). Canadian Community Health Survey, Cycle 4.1, 2007 (computer file). Ottawa, Ontario: Author. Health Statistics Division [producer]. Statistics Canada. Data Liberation Initiative (distributor). (STC cat. no. 82M0013XCB). UFDLS: Microdata Analysis and Subsetting (SDA) (data extraction tool), accessed August 18, 2011.	22,614 (age 15+)	Random selection. The 2007 CCHS was asked to respondents from a geographic area frame (50%) and a telephone frame (50%). The area frame cases were collected in person where possible but some were collected by phone. The telephone frame cases were collected by phone.	"I'm calling regarding the Canadian Community Health Survey. This survey deals with various aspects of your health... I'll be asking about such things as physical activity, social relationships and health status. By health, we mean not only the absence of disease or injury but also physical, mental and social well-being."	Telephone (+50%); residential face-to-face interview (+50%)	76.6%	Yes	Participation in some type of gambling more than 5 times in past year. Also, if people indicated they were not a gambler they were not administered the CPGI, regardless of gambling frequency.	CPGI	18,453 EGMs in 2007. 2007 population of 7,687,423. 417 people per EGM.	71.8%	1.0% (3-7); 0.4% (8+); 1.4% combined (data has been restricted to ages 15+)	1%	1.4 * .58 = 1.22 * 1.0%			Note that a 50% administration modality weight was applied, as 50% of the interviews were conducted by phone. Unlike most surveys that collect sensitive demographic information at the very end, much of this is collected at the very outset of the CCHS. In addition the person is asked to provide his/her name, the names of all the other people living in the residence, and his/her date of birth.		
QUEBEC	2009	18+	Kairouz, S., Nadeau, L., & Paradis, C. (2011). Portrait of Gambling in Quebec: Prevalence, Incidence and Trajectories over Four Years. Montreal, QC: Université Concordia. Kairouz, S., & Nadeau, L. (2010). Portrait du jeu au Québec: Prévalence, incidence et trajectoires sur quatre ans. Montreal, QC: Université Concordia.	11888	Two-stage proportional random stratified design. In the first stage, a non-proportional stratified sample of households from the 16 administrative regions of Quebec was used. Initially, the number of interviews to be completed per stratum was proportional to the square root of the estimated population of the stratum. An additional 1,888 respondents were added in the Laurentian region to permit special analyses to be carried out before the Tremblant casino opened. Random selection within households.	"gambling and gambling-related problems among Quebecers"	telephone interview	52.5%	Yes	gamblers who reported gambling more than 52 times a year on some form of gambling (other than lotteries) OR gamblers who gambled less than once a week on all individual forms of gambling but spent at least a combined total of \$500 or on all forms of gambling OR if a gambler provided a positive answer to the question "Do you feel you have spent too much money or time on games of chance in the past 12 months"	CPGI -- Index canadien du jeu excessif (C.I.J.E)	280.1 EGMs per 100,000 People 18+; 0.1 Casinos per 100,000 People 18+; 18,774 EGMs in 2009. 2009 population of 7,626,891. 417 people per EGM.	70.5%	1.3% (3-7); 0.7% (8+); 2.0% combined	1.3%	2.0 * .58 = 1.44 * 1.3%	males; 25 to 34 years; low educational attainment; low-income households	EGMs; Internet gambling	<a href="http://hdl.handle.net">http://hdl.handle.net</a> <a href="http://soqriah.quebec.ca">http://soqriah.quebec.ca</a>		
QUEBEC	2012	18+	Kairouz, S., & Nadeau, L. (2014). Portrait du jeu au Québec: Prévalence, incidence et trajectoires sur quatre ans. Montreal, QC: Université Concordia.	12008	random sample, representative of the non-institutionalized population aged 18 and over, speaking French or English, and living in private households throughout the province		telephone interview	43.2%			CPGI		66.6%	1.4% (3-7); 0.4% (8+); 1.7% combined			males; disadvantaged background (low educational attainment, low-income, unemployed)	EGMs; Internet gambling	The questionnaire was identical in both the 2009 and 2012 waves.	<a href="http://www.concordia.ca">http://www.concordia.ca</a>	
SASKATCHEW	1993	18+	Volberg, R.A. (1994). Gambling and Problem Gambling in Saskatchewan. Report to the Minister's Advisory Committee on the Social Impacts of Gaming, Northampton, MA: Gemin Research.	1000	1,000 random telephone numbers compiled based on predetermined regional representation criteria; 3 contact attempts on 3 non-consecutive days; random selection within household; obtained sample under-represented people under age 20 and lower education.	"gather information and opinions on gambling activities in Saskatchewan"	telephone interview	49.6%	age, education	had ever gambled money in lifetime	SOGS-PY & SOGS-L	VLTs introduced in July 1993; casinos with slots in 1996. 1993 population of 1,006,800. 2,300 EGMs in 1994.	87%	SOGS-PY: 1.9% (3-4); 0.8% (6+); 2.7% combined SOGS-L: 2.8% (3-4); 1.2% (6+); 4.0% combined	2.1%	2.7 * .72 = 1.44 * 1.76 = 2.1%	attainment, low-income, unemployed)	In contrast to other jurisdictions there is no clear-cut relationship between types of gambling and the prevalence of problem and probable pathological gambling. The closest correlation is with the group that gambles with a bookmaker and on horses. The next closest correlation is with the group that gambles on sports and with friends. The third closest correlation is with the group that reports gambling at casinos, both in and out of the province.	<a href="http://hdl.handle.net">http://hdl.handle.net</a>		
SASKATCHEW	2001	19+	Wynne, H. (2002). Gambling and Problem Gambling in Saskatchewan: Final Report. Ottawa, ON: Canadian Centre on Substance Abuse.	1848	Sample stratified geographically and by gender according to the 1996 census; random sample of residential telephone numbers conforming to four regions of the province: Regina, Saskatoon, rural communities, and rural Saskatchewan; random sample of listed telephone numbers for Regina and Saskatchewan; individual adult respondent selected using a "modified" most recent birthday method (modified the next birthday method in those regions where wide gaps between the sample distribution of men and women was significantly at variance with the population).	gambling attitudes and activities of Saskatchewan residents	telephone interview	59.7%	gender, age, income	gambling activity in the last 12 months	CPGI	5,625 EGMs in 2002; 2002 population of 1,000,221. 178 people per EGM.	86.6%	4.7% (3-7); 1.2% (8+); 5.9% combined	3.7%	5.9 * .58 = 1.44 * 1.76 = 3.7%	residents of Regina and Saskatchewan; males; youngest age group (19-24 years); single; high school education or less; annual household income of <\$20,000. Aboriginals; unemployed	EGMs; instant win tickets; bingo	<a href="http://hdl.handle.net">http://hdl.handle.net</a>		

Location	Year Study Conducted	Age	Sources	Sample Size	Sampling Strategy	Survey Description	Administration Method	Response Rate	Weighting	Threshold for PG Questions	Assessment Instrument	Gambling Availability	Past-Year Gambling Prevalence	Problem Gambling Prevalence	Standardized Problem Gambling Prevalence	Standardization Calculations	Demographic Correlates of PG	Game Correlates of PG	Comments	Reference URL	Reference URL
SASKATCHEW	2007-2008	12+	Statistics Canada. (2009). Canadian Community Health Survey, Cycle 4.1, 2007 [computer file]. Ottawa, Ontario: Author. Health Statistics Division [producer]; Statistics Canada. Data Liberation Initiative (ElasticHub) [STC cat. no. 82M0013XCB]. UT/OLS. Microdata Analysis and Subsetting (SDA) [data extraction tool]. accessed August 18, 2011.	7,478 (age 15+)	Random selection. The 07/08 CCHS was asked to respondents from a geographic area frame (50%) and a telephone frame (50%). The area frame cases were collected in person where possible but some were collected by phone. The telephone frame cases were collected by phone.	"I'm calling regarding the Canadian Community Health Survey. This survey deals with various aspects of your health. I'll be asking about such things as physical activity, social relationships and health status. By health, we mean not only the absence of disease or injury but also physical, mental and social well-being."	Telephone (>50%); residential face-to-face interview (<50%)	81.4%	Yes	Participation in some type of gambling more than 5 times in past year. Also, if people indicated they "were not a gambler" they were not administered the CPGI, regardless of gambling frequency.	CPGI	6,640 EGMs in 2007, 2007 population of 1,000,257, 151 people per EGM.	68.1%	1.5% (3-7); 0.2% (8+); 1.7% combined (data has been restricted to ages 15+)	1.2%	$1.7 * .58 * 1.22 = 1.2\%$			Note that a 50% administration modality weight was applied, as 50% of the interviews were conducted by phone. Unlike most surveys that collect sensitive demographic information at the very end, much of this is collected at the very outset of the CCHS. In addition the person is asked to provide his/her name, the names of all the other people living in the residence, and his/her date of birth.		

<b>Location</b>	ALBERTA
<b>Year Study Conducted</b>	1993
<b>Age</b>	18+
<b>Sources</b>	Wynne, H., Smith, G., & Volberg, R. A. (1994). Gambling and Problem Gambling in Alberta: Final Report. Edmonton, AB: Report prepared for Alberta Lotteries and Gaming.
<b>Sample Size</b>	1,803 (additional 30 face-to-face interviews)
<b>Sampling Strategy</b>	Random digit dialing; random selection within household; stratified sampling by region: 24% (n=437) of the interviews in Edmonton area; 30% (n=534) in Calgary area; 33% (n=589) in Northern Alberta communities; and 14% (n=243) in Southern Alberta communities.
<b>Survey Description</b>	a study of the gambling practices of the citizens of Alberta
<b>Administration Method</b>	Telephone interview; face-to-face residential interviews with a selected subsample of telephone respondents.
<b>Response Rate</b>	50%
<b>Weighting</b>	No, but the sample is said to mirror the AB population by region.
<b>Threshold for PG Questions</b>	Lifetime participation in a gambling activity.
<b>Assessment Instrument</b>	SOGS-PY & SOGS-L
<b>Gambling Availability</b>	Lotteries introduced in 1973; casinos with table games in 1980 expanding to 19 casinos by 2007; expanded availability of bingo up to mid 1990s; 1986 introduction of instant win scratch tickets; 1990 introduction of sports betting; 1992 introduction of video lottery terminals in bars; 1996 introduction of slot machines to casinos. 1,767 EGMs in 1993. 1993 population of 2,574,890. 1457 people per EGM.
<b>Past-Year Gambling Prevalence</b>	90.3% -- "Current gambling participation" (p. 28) indicates the following: 7% "non-gamblers"; 3% "infrequent gamblers" (i.e., hadn't gambled in past year); 50% "past-year gamblers"; 40% "weekly gamblers". Past year participation also available by gambling format.
<b>Problem Gambling Prevalence</b>	SOGS-PY: 4.0% (3-4); 1.4% (5+); 5.4% combined SOGS-L: 5.9% (3-4); 2.7% (5+); 8.6% combined
<b>Standardized Problem Gambling Prevalence</b>	4.6%
<b>Standardization Calculations</b>	$5.4 * .72 * 1.59 * .74 = 4.6\%$
<b>Demographic Correlates of PG</b>	under the age of 30; non-Caucasian; significantly less likely to be married; less education; income below \$25,000
<b>Game Correlates of PG</b>	bingo, games of skill, horse races, VLTs, cards/dice at out-of-province casinos, and local casinos - nearly all of which are continuous forms of play.
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/46867">http://hdl.handle.net/1880/46867</a>

<b>Location</b>	ALBERTA
<b>Year Study Conducted</b>	1997
<b>Age</b>	18+
<b>Sources</b>	Wynne Resources Ltd. (1998). Adult Gambling and Problem Gambling in Alberta, 1998. Edmonton: Report to the Alberta Alcohol and Drug Abuse Commission.
<b>Sample Size</b>	1821
<b>Sampling Strategy</b>	Random digit dialing; random selection within household; 24% of respondents were from Edmonton, 28% were from Calgary, 33% were from northern Alberta, and 15% were from southern Alberta.
<b>Survey Description</b>	gambling activities and attitudes of Albertans
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	67%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	Lifetime participation in a gambling activity.
<b>Assessment Instrument</b>	SOGS-PY & SOGS-L
<b>Gambling Availability</b>	Lotteries introduced in 1973; casinos with table games in 1980 expanding to 19 casinos by 2007; expanded availability of bingo up to mid 1990s; 1986 introduction of instant win scratch tickets; 1990 introduction of sports betting; 1992 introduction of video lottery terminals in bars; 1996 introduction of slot machines to casinos. 6,631 EGMs in 1997. 1997 population of 2,791,000. 491 people per EGM.
<b>Past-Year Gambling Prevalence</b>	87.4%
<b>Problem Gambling Prevalence</b>	SOGS-PY: 2.8% (3-4); 2.0% (5+); 4.8% combined SOGS-L: 5.2% (3-4); 2.7% (5+); 7.9% combined
<b>Standardized Problem Gambling Prevalence</b>	4.1%
<b>Standardization Calculations</b>	$4.8 * .72 * 1.59 * .74 = 4.1\%$
<b>Demographic Correlates of PG</b>	male; single, divorced or separated; under 30 years of age; Aboriginal; annual household income under \$20,000; live with at least one other person under age 18; Catholic; unemployed; lower education.
<b>Game Correlates of PG</b>	EGMs, casino games, bingo, pull-tab tickets, instant-win/scratch tickets
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/46870">http://hdl.handle.net/1880/46870</a>



<b>Location</b>	ALBERTA
<b>Year Study Conducted</b>	2001
<b>Age</b>	18+
<b>Sources</b>	Smith, G. J., & Wynne, H. J. (2002). Measuring Gambling and Problem gambling in Alberta using the Canadian Problem Gambling Index. Edmonton: Prepared for the Alberta Gaming Research Institute.
<b>Sample Size</b>	1804
<b>Sampling Strategy</b>	Random digit dialing procedure; random selection within household; stratified sampling by region and gender
<b>Survey Description</b>	gambling activities and attitudes of Albertans
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	63.6%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	Gambled in the past 12 months.
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	Lotteries introduced in 1973; casinos with table games in 1980 expanding to 19 casinos by 2007; expanded availability of bingo up to mid 1990s; 1986 introduction of instant win scratch tickets; 1990 introduction of sports betting; 1992 introduction of video lottery terminals in bars; 1996 introduction of slot machines to casinos. 10,317 EGMs in 2001. 2001 population of 2,941,150. 285 people per EGM.
<b>Past-Year Gambling Prevalence</b>	82%
<b>Problem Gambling Prevalence</b>	3.9% (3-7); 1.3% (8+); 5.2% combined
<b>Standardized Problem Gambling Prevalence</b>	3.5%
<b>Standardization Calculations</b>	$5.2 * .58 * 1.59 * .74 = 3.5\%$
<b>Demographic Correlates of PG</b>	northern Alberta residents; males; age group (19-24); living common-law; being single; lowest income category (less than \$20,000); Aboriginal ancestry; unemployed
<b>Game Correlates of PG</b>	EGMs; bingo; casino games
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/1626">http://hdl.handle.net/1880/1626</a>

<b>Location</b>	ALBERTA
<b>Year Study Conducted</b>	2008
<b>Age</b>	18+
<b>Sources</b>	Williams, R.J., Belanger, Y.D., & Arthur, J.N. (2011). Gambling in Alberta: History, Current Status, and Socioeconomic Impacts. Final Report to the Alberta Gaming Research Institute. Edmonton, Alberta. April 2, 2011. Appendix A: 2008 and 2009 Alberta Population Surveys.
<b>Sample Size</b>	3,001 (telephone) 2,019 (Online Panel sample)
<b>Sampling Strategy</b>	[Telephone] = Random digit dialing; minimum quota of 40% males; random selection within household; 16 attempts to contact the person. [Online] = individuals were recruited via email solicitation by the online research division of Consumer Contact (ResearchByNet) to the Alberta online panelists who were members of their Canadian online panel (NetPanel). Because of insufficient numbers, the NetPanel was supplemented with Alberta online panellists from other survey companies (21% supplementation).
<b>Survey Description</b>	gambling in Alberta
<b>Administration Method</b>	telephone interview; self-administered online (Online Panel)
<b>Response Rate</b>	25.5% (telephone sample)
<b>Weighting</b>	age, gender, household size
<b>Threshold for PG Questions</b>	spending more than \$10 per month on gambling in a typical month
<b>Assessment Instrument</b>	CPGI; PPGM
<b>Gambling Availability</b>	649.5 EGMs per 100,000 People 18+ in 2008/2009; 0.8 Casinos per 100,000 People 18+ in 2008/2009. 17,845 EGMs in 2008. 2008 population of 3,512,368. 197 people per EGM.
<b>Past-Year Gambling Prevalence</b>	72.2% (does not include raffles)
<b>Problem Gambling Prevalence</b>	Telephone CPGI: 3.8% (3+) Telephone PPGM: 2.1% Online Panel CPGI: 9.8% (3+) Online Panel PPGM: 4.6%
<b>Standardized Problem Gambling Prevalence</b>	1.6%
<b>Standardization Calculations</b>	$2.1 * 1.44 * .53 = 1.6\%$
<b>Demographic Correlates of PG</b>	Gambling to escape or to win money; males; mental health problem; less education; lower income; Aboriginal or Asian; tobacco user; casino proximity; presence of other addictions
<b>Game Correlates of PG</b>	EGMs, table games, Internet gambling, high risk stocks, instant win tickets
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48495">http://hdl.handle.net/1880/48495</a>

<b>Location</b>	ALBERTA
<b>Year Study Conducted</b>	2009
<b>Age</b>	18+
<b>Sources</b>	Williams, R.J., Belanger, Y.D., & Arthur, J.N. (2011). Gambling in Alberta: History, Current Status, and Socioeconomic Impacts. Final Report to the Alberta Gaming Research Institute. Edmonton, Alberta. April 2, 2011. Appendix A: 2008 and 2009 Alberta Population Surveys.
<b>Sample Size</b>	1,004 (general population telephone sample); 1,006 (Online Panel)
<b>Sampling Strategy</b>	Sampling strategy similar to Year 2008. Sample sizes different; change in email solicitation wording used for online panel recruitment.
<b>Survey Description</b>	"We have a short study about gambling in Alberta"; For online sample, "We have a short survey about recreational activities in Alberta"
<b>Administration Method</b>	telephone interview; self-administered online (Online Panel)
<b>Response Rate</b>	33.1% (General Population telephone sample)
<b>Weighting</b>	age, gender, household size
<b>Threshold for PG Questions</b>	Gambling at least once a month on any form of gambling in past 12 months.
<b>Assessment Instrument</b>	CPGI; PPGM
<b>Gambling Availability</b>	650.3 EGMs per 100,000 People 18+ in 2009/2010; 0.8 Casinos per 100,000 People 18+ in 2009/2010. 18,644 EGMs in 2009. 2009 population of 3,653,840. 196 people per EGM.
<b>Past-Year Gambling Prevalence</b>	73.5% (does not include raffles)
<b>Problem Gambling Prevalence</b>	Telephone CPGI: 4.9% (3+) Telephone PPGM: 3.1% Online Panel CPGI: 10.4% (3+) Online Panel PPGM: 5.6%
<b>Standardized Problem Gambling Prevalence</b>	2.4%
<b>Standardization Calculations</b>	$3.1 * 1.44 * .53 = 2.4\%$
<b>Demographic Correlates of PG</b>	
<b>Game Correlates of PG</b>	
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48495">http://hdl.handle.net/1880/48495</a>

<b>Location</b>	BRITISH COLUMBIA
<b>Year Study Conducted</b>	1993
<b>Age</b>	18+
<b>Sources</b>	Gemini Research & Angus Reid Group. (1994). Social Gaming and Problem Gambling in British Columbia. Report to the British Columbia Lottery Corporation. Roaring Spring, PA: Gemini Research.
<b>Sample Size</b>	1200
<b>Sampling Strategy</b>	Random digit dialing; random selection within household; sample mirrors the geographic, gender and age distribution of the population.
<b>Survey Description</b>	how people in British Columbia spend their leisure time
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	25% (200 individuals who refused to complete the interview were recontacted and were administered a shortened version of the questionnaire; these additional interviews determined there was no substantial demographic or gambling differences between those who refused to participate and those who did participate).
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	None
<b>Assessment Instrument</b>	SOGS-PY & SOGS-L
<b>Gambling Availability</b>	First permanent casino (table games only) in 1986, increasing to 3 in 1987, 5 in 1988, 6 in 1994. EGMs (slot machines) not introduced until 1997.
<b>Past-Year Gambling Prevalence</b>	94%
<b>Problem Gambling Prevalence</b>	SOGS-PY: 2.6% (3-4); 1.2% (5+); 3.8% combined SOGS-L: 6.0% (3-4); 1.8% (5+); 7.8% combined
<b>Standardized Problem Gambling Prevalence</b>	6%
<b>Standardization Calculations</b>	$3.8 * .72 * 2.18 = 6.0\%$
<b>Demographic Correlates of PG</b>	Males of non-European ancestry with lower levels of education and household income.
<b>Game Correlates of PG</b>	casinos; bingo; horse track betting
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/177">http://hdl.handle.net/1880/177</a>

<b>Location</b>	BRITISH COLUMBIA
<b>Year Study Conducted</b>	1996
<b>Age</b>	18+
<b>Sources</b>	Angus Reid Group. (1996). Problem Gambling Survey 1996: Final Report. Submitted to the British Columbia Lottery Corporation. Vancouver, BC: Author.
<b>Sample Size</b>	810
<b>Sampling Strategy</b>	Random digit dialing; random selection within household; sample mirrors the geographic, gender and age distribution of the population.
<b>Survey Description</b>	some of the ways people might spend their leisure time
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	(assuming it is similar to 1993)
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	None
<b>Assessment Instrument</b>	SOGS-PY & SOGS-L
<b>Gambling Availability</b>	8 casinos with table games only, in 1997. 185 slot machines introduced to casinos in 1997.
<b>Past-Year Gambling Prevalence</b>	Past year participation only available by gambling format. "Comparisons of 1993 and 1996 measurements of past year participation suggest that gambling participation is stable or declining in most categories."
<b>Problem Gambling Prevalence</b>	SOGS-PY: 2.7% (3-4); 1.1% (5+); 3.8% combined SOGS-L: 8.4% (3-4); 2.1% (5+); 10.5% combined
<b>Standardized Problem Gambling Prevalence</b>	6%
<b>Standardization Calculations</b>	$3.8 * .72 * 2.18 = 6.0\%$
<b>Demographic Correlates of PG</b>	Males of non-European ancestry with lower levels of education and household income.
<b>Game Correlates of PG</b>	local casino
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/456">http://hdl.handle.net/1880/456</a>

<b>Location</b>	BRITISH COLUMBIA
<b>Year Study Conducted</b>	2002
<b>Age</b>	18+
<b>Sources</b>	Ipsos-Reid & Gemini Research. (2003). British Columbia Problem Gambling Prevalence Study. Victoria, BC: Ministry of Public Safety and Solicitor General.
<b>Sample Size</b>	2500
<b>Sampling Strategy</b>	Random digit dialing; random selection within household; Quotas were established to ensure that the final sample accurately reflected the breakdown of males (49%) and females (51%) in British Columbia; The sample frame consisted of five geographic regions.
<b>Survey Description</b>	gambling activities and attitudes toward gambling
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	27%
<b>Weighting</b>	age, gender, region
<b>Threshold for PG Questions</b>	past year gamblers
<b>Assessment Instrument</b>	CPGI; SOGS-PY
<b>Gambling Availability</b>	9 casinos in 2002. 3,304 EGMs in 2002. 2001 population of 3,907,738. 1183 people per EGM.
<b>Past-Year Gambling Prevalence</b>	85%
<b>Problem Gambling Prevalence</b>	CPGI: 4.2% (3-7); 0.4% (8+); 4.6% combined SOGS-PY: 2.8% (3-4); 1.1% (5+); 3.8% combined
<b>Standardized Problem Gambling Prevalence</b>	2.1%
<b>Standardization Calculations</b>	CPGI: $4.6 * .58 * 1.44 * .53 = 2.0\%$ SOGS-PY: $3.8 * .72 * 1.44 * .53 = 2.1\%$ Average = 2.1%
<b>Demographic Correlates of PG</b>	Northern residents; young residents (18-24 years); lower household income residents (<\$30K).
<b>Game Correlates of PG</b>	sports lotteries; bingo; horse racing; casinos; Internet gamblers (small sample size); electronic gaming machines outside casinos (small sample size)
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/47569">http://hdl.handle.net/1880/47569</a>

<b>Location</b>	BRITISH COLUMBIA
<b>Year Study Conducted</b>	2007
<b>Age</b>	18+
<b>Sources</b>	Ipsos-Reid & Gemini Research. (2008). British Columbia Problem Gambling Prevalence Study. Victoria, BC: Ministry of Public Safety and Solicitor General.
<b>Sample Size</b>	3000
<b>Sampling Strategy</b>	Random digit dialing; random selection within household; stratified by region (the 5 regional health authorities), and gender within each region; in addition, minimum quotas were set for younger respondents (18 to 34 years) (knowing they are harder to contact and less likely to participate).
<b>Survey Description</b>	gambling activities and attitudes toward gambling
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	28%
<b>Weighting</b>	age, gender, region
<b>Threshold for PG Questions</b>	gambling in past year
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	253.8 EGMs per 100,000 People 18+ in 2008/2009; 0.5 Casinos per 100,000 People 18+ in 2008/2009. 8,942 EGMs in 2007. 2007 population of 4,402,900. 518 people per EGM.
<b>Past-Year Gambling Prevalence</b>	73%
<b>Problem Gambling Prevalence</b>	3.7% (3-7); 0.9% (8+); 4.6% combined
<b>Standardized Problem Gambling Prevalence</b>	2%
<b>Standardization Calculations</b>	$4.6 * .58 * 1.44 * .53 = 2.0\%$
<b>Demographic Correlates of PG</b>	males; 18 to 34 years; high school education or less; unemployed; divorced/separated and never married
<b>Game Correlates of PG</b>	Lottery games; casino gambling
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/47570">http://hdl.handle.net/1880/47570</a>

<b>Location</b>	BRITISH COLUMBIA
<b>Year Study Conducted</b>	2014
<b>Age</b>	18+
<b>Sources</b>	R.A. Malatest & Associates Ltd. & Gaming Policy and Enforcement Branch, Ministry of Finance. (2014, October). 2014 British Columbia problem gambling prevalence study: Final report. Retrieved from <a href="https://www.gaming.gov.bc.ca/reports/docs/rpt-rg-prevalence-study-2014.pdf">https://www.gaming.gov.bc.ca/reports/docs/rpt-rg-prevalence-study-2014.pdf</a>
<b>Sample Size</b>	3058
<b>Sampling Strategy</b>	disproportionate stratified random sampling plan based on obtaining at least 3,000 completed surveys with a representative sample; sampling plan was developed to yield comparable survey precision to past prevalence studies in B.C. in order to obtain a margin of error of $\pm 4.0\%$ (at the 95% confidence level) at the regional health authority region level; final sample frame consisted of three sample sources: listed sample (73%); random digit dialed (RDD) sample (random B methodology)xxi (5%); and cell phone sample (22%).
<b>Survey Description</b>	games of chance, gaming, and other issues of importance to B.C. residents
<b>Administration Method</b>	telephone interview; self-administered online
<b>Response Rate</b>	10.2%
<b>Weighting</b>	based on actual proportion of B.C. male and female adults in each regional health authority
<b>Threshold for PG Questions</b>	gambling in past year
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	
<b>Past-Year Gambling Prevalence</b>	72.5%
<b>Problem Gambling Prevalence</b>	2.6% (3-7); 0.7% (8+); 3.3% combined
<b>Standardized Problem Gambling Prevalence</b>	
<b>Standardization Calculations</b>	
<b>Demographic Correlates of PG</b>	18 to 24 years of age; Aboriginal, Inuit, or Métis ethnic origins; Southern Asian ethnic origins; low household incomes; more likely to experience a mental health issue; more likely to report using drugs or alcohol while gambling
<b>Game Correlates of PG</b>	participate in a diversity of gambling activities
<b>Comments</b>	A total of 58 web completions were obtained. Surveys were completed in English, Mandarin, and Punjabi.
<b>Reference URL</b>	<a href="https://www.gaming.gov.bc.ca/reports/docs/rpt-rg-prevalence-study-2014">https://www.gaming.gov.bc.ca/reports/docs/rpt-rg-prevalence-study-2014</a>



<b>Location</b>	MANITOBA
<b>Year Study Conducted</b>	1993
<b>Age</b>	18+
<b>Sources</b>	Criterion Research Corp. (1993). Problem Gambling Study: Final Report. Report to the Manitoba Lotteries foundation. Winnipeg, MB: Author.
<b>Sample Size</b>	1212
<b>Sampling Strategy</b>	Random selection of listed numbers; random selection within household; sample stratified proportional to the population of each Census Division; The demographic data from the sample was compared with the 1990 Census (p. 5).
<b>Survey Description</b>	a study of the gambling practices of Manitobans
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	62%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	Had ever participated in any gambling activity.
<b>Assessment Instrument</b>	SOGS-PY
<b>Gambling Availability</b>	First casino opens in 1989 (contains slot machines); VLTs introduced to rural Manitoba in Nov 1993; in 1993 2 new casinos with slots opened & VLTs were introduced into Winnipeg. 1993 population of 1,117,600. 2,000 VLTs in 1993.
<b>Past-Year Gambling Prevalence</b>	87%
<b>Problem Gambling Prevalence</b>	2.9% (3-4); 1.3% (5+); 4.2% combined
<b>Standardized Problem Gambling Prevalence</b>	3.6%
<b>Standardization Calculations</b>	$4.2 * .72 * 1.59 * .74 = 3.6\%$
<b>Demographic Correlates of PG</b>	male; under 30 years of age
<b>Game Correlates of PG</b>	
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/47643">http://hdl.handle.net/1880/47643</a>

<b>Location</b>	MANITOBA
<b>Year Study Conducted</b>	1995
<b>Age</b>	18+
<b>Sources</b>	Criterion Research Corp. (1995). Problem Gambling Study: Final Report. Report prepared for the Manitoba Lotteries Corporation. Winnipeg, MB: Author.
<b>Sample Size</b>	1207
<b>Sampling Strategy</b>	Random selection of listed numbers; random selection within household; sample stratified proportional to the population of each Census Division; The demographic data from the sample was compared with the 1991 Census (p. 3).
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	60%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	Had ever participated in any gambling activity.
<b>Assessment Instrument</b>	SOGS-PY
<b>Gambling Availability</b>	First casino opens in 1989; 1991 rural VLTs; 1993 2 new casinos & Winnipeg VLTs. 1995 population of 1,129,200. 5,400 VLTs in 1995.
<b>Past-Year Gambling Prevalence</b>	(Lifetime participation = 92%)
<b>Problem Gambling Prevalence</b>	2.4% (3-4); 1.9% (5+); 4.3% combined
<b>Standardized Problem Gambling Prevalence</b>	3.6%
<b>Standardization Calculations</b>	$4.3 * .72 * 1.59 * .74 = 3.6\%$
<b>Demographic Correlates of PG</b>	under 30 years of age; household incomes in excess of \$25,000
<b>Game Correlates of PG</b>	
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/226">http://hdl.handle.net/1880/226</a>

<b>Location</b>	MANITOBA
<b>Year Study Conducted</b>	2001
<b>Age</b>	18+
<b>Sources</b>	Brown, D., Patton, D., Dhaliwal, J., Pankratz, C., & Broszeit, B. (2002). Gambling Involvement and Problem Gambling in Manitoba. Winnipeg, MB: Addictions Foundation of Manitoba.
<b>Sample Size</b>	3119
<b>Sampling Strategy</b>	Winnipeg and some of the rural areas near proposed casino sites were over sampled; The largest proportion of the sample is from Winnipeg, 56.3%; Twenty three percent of the respondents were from rural southern Manitoba, 14.6% were from Western Manitoba and 5.8% were from the northern part of the province; The sample frequencies are comparable with the population of Manitoba on most important characteristics. Specifically, the age and income level of the sample closely approximates the population (for details see pp. 8-10).
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	40.7%
<b>Weighting</b>	Yes
<b>Threshold for PG Questions</b>	gambled in the past 12 months
<b>Assessment Instrument</b>	CPGI; SOGS-PY
<b>Gambling Availability</b>	First casino opens in 1989; 1991 rural VLTs; 1993 2 new casinos & Winnipeg VLTs. 7,013 EGMs in 2002. 2001 population of 1,151,400. People per EGM = 164.
<b>Past-Year Gambling Prevalence</b>	85%
<b>Problem Gambling Prevalence</b>	SOGS-PY: 2.3% (5+) CPGI: 2.3% (3-7); 1.1% (8+); 3.4% combined
<b>Standardized Problem Gambling Prevalence</b>	2.1%
<b>Standardization Calculations</b>	SOGS-PY: $2.3 * 1.49 * 1.44 * .53 = 2.6\%$ CPGI: $3.4 * .58 * 1.44 * .53 = 1.5\%$ Average = 2.1%
<b>Demographic Correlates of PG</b>	males; under 25 years of age; household incomes under \$30,000
<b>Game Correlates of PG</b>	
<b>Comments</b>	First Nation gamblers tended to spend more time and money on gambling than other respondents. This would suggest that they might also constitute a higher risk group for gambling problems. However, our sample did not include a sufficient number of people from this population to make that connection with confidence. Note that the gambling prevalence rate in 2001 is not based on the full sample, the CPGI was administered to about 450 individuals and the South Oaks Gambling Screen was also administered to about 500 individuals.
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/47599">http://hdl.handle.net/1880/47599</a>

<b>Location</b>	MANITOBA
<b>Year Study Conducted</b>	2006
<b>Age</b>	18+
<b>Sources</b>	Lemaire, J., MacKay, T., & Patton, D. (2008). Manitoba Gambling and Problem Gambling 2006. Winnipeg, MB: Addictions Foundation of Manitoba.
<b>Sample Size</b>	6007
<b>Sampling Strategy</b>	Random digit dialing; quota sampling near the end to increase the proportion of 18 to 24 year-old and male respondents.
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	42.4%
<b>Weighting</b>	age, gender, income
<b>Threshold for PG Questions</b>	
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	884.8 EGMs per 100,000 People 18+ in 2006/2007; 0.5 Casinos per 100,000 People 18+ in 2006/2007. 7,711 EGMs in 2006. 2006 population of 1,184,000. 154 people per EGM.
<b>Past-Year Gambling Prevalence</b>	85.6%
<b>Problem Gambling Prevalence</b>	4.7% (3-7); 1.4% (8+); 6.1% combined
<b>Standardized Problem Gambling Prevalence</b>	2.7%
<b>Standardization Calculations</b>	$6.1 * .58 * 1.44 * .53 = 2.7\%$
<b>Demographic Correlates of PG</b>	18-24 year olds; personal income levels less than \$20,000; single; separated/divorced; working part-time and/or being unemployed.
<b>Game Correlates of PG</b>	EGMs
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/47597">http://hdl.handle.net/1880/47597</a>

<b>Location</b>	MANITOBA
<b>Year Study Conducted</b>	2013
<b>Age</b>	18+
<b>Sources</b>	Liquor and Gaming Authority of Manitoba. (2014, June). Liquor and gambling in Manitoba. Winnipeg, MB: Author.
<b>Sample Size</b>	1200
<b>Sampling Strategy</b>	stratified sampling technique to ensure the inclusion of participants from the major regions of the province – Winnipeg, Brandon, southern and northern Manitoba.
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	16%
<b>Weighting</b>	weights based on the 2011 Canadian Census corrected for minor discrepancies in gender, age, and household income.
<b>Threshold for PG Questions</b>	
<b>Assessment Instrument</b>	CPGI/PGSI
<b>Gambling Availability</b>	
<b>Past-Year Gambling Prevalence</b>	77.3% (participating in up to three activities all less than once a year, were also classified as 'non-gamblers',)
<b>Problem Gambling Prevalence</b>	1.2% (3-7); 0.8% (8+); 2.0% combined
<b>Standardized Problem Gambling Prevalence</b>	
<b>Standardization Calculations</b>	
<b>Demographic Correlates of PG</b>	
<b>Game Correlates of PG</b>	
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://lgamanitoba.ca/documents/liquor-and-gambling-in-manitoba-2013">http://lgamanitoba.ca/documents/liquor-and-gambling-in-manitoba-2013.</a>

<b>Location</b>	MANITOBA
<b>Year Study Conducted</b>	2016
<b>Age</b>	18+
<b>Sources</b>	Liquor and Gaming Authority of Manitoba. (2017, February). Liquor and gambling in Manitoba II. Winnipeg, MB: Author.
<b>Sample Size</b>	1200
<b>Sampling Strategy</b>	stratified sampling technique to ensure the inclusion of participants from the major regions of the province: Winnipeg, Brandon, southern and northern Manitoba. The telephone survey took place over four weeks from June 7 to July 10, 2016, from PRA's call centre in Winnipeg. Multiple call attempts to non-responders varied by day of the week and time of day to ensure higher response rates.
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	16%
<b>Weighting</b>	weights based on the 2011 Canadian Census corrected for minor discrepancies in sex, age, and household income.
<b>Threshold for PG Questions</b>	
<b>Assessment Instrument</b>	CPGI/PGSI
<b>Gambling Availability</b>	
<b>Past-Year Gambling Prevalence</b>	74.2% (participating in up to three activities all less than once a year, were also classified as 'non-gamblers',)
<b>Problem Gambling Prevalence</b>	0.3% (3-7); 0.2% (8+); 0.5% combined
<b>Standardized Problem Gambling Prevalence</b>	
<b>Standardization Calculations</b>	
<b>Demographic Correlates of PG</b>	
<b>Game Correlates of PG</b>	
<b>Comments</b>	
<b>Reference URL</b>	<a href="https://lqcamb.ca/download/1476">https://lqcamb.ca/download/1476</a>

<b>Location</b>	NEW BRUNSWICK
<b>Year Study Conducted</b>	1992
<b>Age</b>	18+
<b>Sources</b>	Baseline Market Research. (1992). Final Report: Prevalence Study: Problem Gambling. Prepared for Department of Finance, Province of New Brunswick. New Brunswick: Author.
<b>Sample Size</b>	800
<b>Sampling Strategy</b>	Generated a listing of telephone numbers using a combination of listed exchanges and random number generation; one telephone contact was made with a household; a second stage selection procedure was carried out to determine the person to be interviewed; sample selected did represent the overall population of New Brunswick (see table on p. 3).
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	59%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	Any gambling activity in lifetime.
<b>Assessment Instrument</b>	SOGS-PY & SOGS-L
<b>Gambling Availability</b>	VLTs introduced 1990. 2,800 VLTs in 1992. 1991 population of 723,900. 259 people per EGM.
<b>Past-Year Gambling Prevalence</b>	80% (Occasional gamblers + Regular gamblers)
<b>Problem Gambling Prevalence</b>	SOGS-PY: 3.13% (3-4); 1.37% (5+); 4.5% combined SOGS-L: 4.0% (3-4); 2.0% (5+); 6.0% combined
<b>Standardized Problem Gambling Prevalence</b>	3.8%
<b>Standardization Calculations</b>	$4.5 * .72 * 1.59 * .74 = 3.8\%$
<b>Demographic Correlates of PG</b>	males; no more than a high school education; income less than \$40,000; single
<b>Game Correlates of PG</b>	card games; EGMs
<b>Comments</b>	Questionnaire in both English and French; samples for problem and probable pathological gamblers were noted as being very small.
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/262">http://hdl.handle.net/1880/262</a>

<b>Location</b>	NEW BRUNSWICK
<b>Year Study Conducted</b>	1996
<b>Age</b>	18+
<b>Sources</b>	Baseline Market Research. (1996). Final Report: Prevalence Study: Problem Gambling: Wave 2. Prepared for Department of Finance. Fredericton: New Brunswick Department of Finance.
<b>Sample Size</b>	800
<b>Sampling Strategy</b>	Random sampling from combination of listed numbers and random number generation; random selection within household; the obtained sample did represent the overall population of New Brunswick, as demonstrated in Table 1.
<b>Survey Description</b>	"entertainment and leisure activities" (Note: information from 1996 Nova Scotia report).
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	46%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	participated in any type of gambling activity in their lifetime
<b>Assessment Instrument</b>	SOGS-PY & SOGS-L
<b>Gambling Availability</b>	VLTs introduced 1990. 3,700 EGMs in 1996. 1996 population of 752,268. 203 people per EGM.
<b>Past-Year Gambling Prevalence</b>	84% (Occasional gamblers + Regular gamblers)
<b>Problem Gambling Prevalence</b>	SOGS-PY: 1.9% (3-4); 2.2% (5+); 4.1% combined SOGS-L: 2.6% (3-4); 2.4% (5+); 5.0% combined
<b>Standardized Problem Gambling Prevalence</b>	6.5%
<b>Standardization Calculations</b>	$4.1 * 1.59 = 6.5\%$
<b>Demographic Correlates of PG</b>	male; no more than a high school education; single; Francophones
<b>Game Correlates of PG</b>	EGMs; betting on horses
<b>Comments</b>	Interviews were conducted in the language of choice of the respondent. While approximately 38% of the sample indicated French as their mother tongue, approximately 27% chose to complete the interview in French.
<b>Reference URL</b>	<a href="http://www.gnb.ca/0162/reports/vlt/appendee.htm">http://www.gnb.ca/0162/reports/vlt/appendee.htm</a>



<b>Location</b>	NEW BRUNSWICK
<b>Year Study Conducted</b>	2001
<b>Age</b>	19+
<b>Sources</b>	Focal Research Consultants Ltd. (2001). 2001 Survey of Gambling and Problem Gambling in New Brunswick. Prepared for the New Brunswick Department of Health & Wellness. Fredericton: New Brunswick Department of Health & Wellness.
<b>Sample Size</b>	800
<b>Sampling Strategy</b>	Random sampling of listed and unlisted numbers; stratified by gender; obtained sample under-represented younger adults (i.e., aged 19 to 24 years)"; results are considered representative and generalizable to the New Brunswick adult population; survey administered in either English or French.
<b>Survey Description</b>	"participation, opinions, and general awareness of gambling and gambling related issues in New Brunswick"
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	63%
<b>Weighting</b>	age, home language
<b>Threshold for PG Questions</b>	ever gambled
<b>Assessment Instrument</b>	CPGI; Problem Gambling Triangulation Measure (PGTM)
<b>Gambling Availability</b>	2,900 EGMs in 2001. 2001 population of 749,801. 259 people per EGM.
<b>Past-Year Gambling Prevalence</b>	81% (Casual gamblers + Regular gamblers)
<b>Problem Gambling Prevalence</b>	CPGI: 1.8% (3-7); 1.4% (8+) 3.2% combined
<b>Standardized Problem Gambling Prevalence</b>	2%
<b>Standardization Calculations</b>	$3.2 * .58 * 1.44 * .76 = 2.0\%$
<b>Demographic Correlates of PG</b>	male; single
<b>Game Correlates of PG</b>	EGMs
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://www.gnb.ca/0162/gaming/Gambling.Prevalence.Study.2001-e.pdf">http://www.gnb.ca/0162/gaming/Gambling.Prevalence.Study.2001-e.pdf</a>

<b>Location</b>	NEW BRUNSWICK
<b>Year Study Conducted</b>	2009
<b>Age</b>	19+
<b>Sources</b>	MarketQuest Research. (2010). 2009 New Brunswick Gambling Prevalence Study. Prepared for Department of Health and New Brunswick Lotteries and Gaming Corporation, Government of New Brunswick. Fredericton, NB.
<b>Sample Size</b>	2821
<b>Sampling Strategy</b>	Random digit dialing; random selection within household; stratified by the seven health zones in the province as well as age and gender within each zone; survey administered in either English or French
<b>Survey Description</b>	"survey across the province about games of chance, gambling and other related issues affecting residents of New Brunswick"
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	
<b>Weighting</b>	Yes
<b>Threshold for PG Questions</b>	ever gambled
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	323.3 EGMs per 100,000 People 18+ in 2009/2010; 0 Casinos per 100,000 People 18+. 1,975 EGMs in 2009. 2009 population of 749,983. 380 people per EGM.
<b>Past-Year Gambling Prevalence</b>	78%
<b>Problem Gambling Prevalence</b>	2.7% (3-7); 1.3% (8+); 4.0% combined
<b>Standardized Problem Gambling Prevalence</b>	2.5%
<b>Standardization Calculations</b>	$4.0 * .58 * 1.44 * .76 = 2.5\%$
<b>Demographic Correlates of PG</b>	male; between ages 19 and 44; high school or less than high school education
<b>Game Correlates of PG</b>	EGMs; Internet gambling; poker
<b>Comments</b>	More comprehensive list of gambling activities was developed in comparison to past provincial surveys.
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48382">http://hdl.handle.net/1880/48382</a>

<b>Location</b>	NEW BRUNSWICK
<b>Year Study Conducted</b>	2014
<b>Age</b>	19+
<b>Sources</b>	MQO Research. (2015). 2014 New Brunswick gambling prevalence study. Fredericton, NB: Department of Health and Department of Finance.
<b>Sample Size</b>	2800
<b>Sampling Strategy</b>	
<b>Survey Description</b>	"we are conducting a survey across the province about games of chance, gambling and other related issues"
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	
<b>Weighting</b>	Yes
<b>Threshold for PG Questions</b>	
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	
<b>Past-Year Gambling Prevalence</b>	85%
<b>Problem Gambling Prevalence</b>	1.8% (moderate-risk); 1.0% (problem gambling); 2.8% combined
<b>Standardized Problem Gambling Prevalence</b>	
<b>Standardization Calculations</b>	
<b>Demographic Correlates of PG</b>	male; between ages 19 to 54
<b>Game Correlates of PG</b>	bet on sports pools or sporting events; poker; pull tab; daily lottery ticket; Internet; VLT
<b>Comments</b>	This study used the same methodological approach as the 2009 study.
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/110135">http://hdl.handle.net/1880/110135</a>

<b>Location</b>	NEWFOUNDLAND AND LABRADOR
<b>Year Study Conducted</b>	2005
<b>Age</b>	19+
<b>Sources</b>	MarketQuest Research (2005). 2005 Newfoundland and Labrador Gambling Prevalence Study. Prepared for the Department of Health and Community Services, Government of Newfoundland and Labrador. St. John's, NL: Department of Health and Community Services.
<b>Sample Size</b>	2596
<b>Sampling Strategy</b>	Stratified sampling by health region, age, and gender; random selection within household.
<b>Survey Description</b>	"research survey on the gambling activities and attitudes of residents of Newfoundland and Labrador"
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	
<b>Weighting</b>	yes
<b>Threshold for PG Questions</b>	gambled in the past 12 months
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	637.9 EGMs per 100,000 People 18+ in 2005/2006; 0 Casinos per 100,000 People 18+; VLTs introduced 1991. 2,644 EGMs in 2005. 2005 population of 514,363. 195 people per EGM.
<b>Past-Year Gambling Prevalence</b>	84%
<b>Problem Gambling Prevalence</b>	2.2% (3-7); 1.2% (8+); 3.4% combined
<b>Standardized Problem Gambling Prevalence</b>	2.2%
<b>Standardization Calculations</b>	$3.4 * .58 * 1.44 * .76 = 2.2\%$
<b>Demographic Correlates of PG</b>	males; ages 25-34; some post-secondary education; incomes of \$20,001 to \$40,000
<b>Game Correlates of PG</b>	EGMs; Poker
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/47655">http://hdl.handle.net/1880/47655</a>

<b>Location</b>	NEWFOUNDLAND AND LABRADOR
<b>Year Study Conducted</b>	2009
<b>Age</b>	19+
<b>Sources</b>	MarketQuest Research (2009). 2009 Newfoundland and Labrador Gambling Prevalence Study. Prepared for Department of Health and Community Services, Government of Newfoundland and Labrador. St. John's, NL: Department of Health and Community Services.
<b>Sample Size</b>	4002
<b>Sampling Strategy</b>	Random digit dialing; stratified by the four Regional Health Authorities as well as age and gender; random selection within household.
<b>Survey Description</b>	"survey on games of chance, gambling and other related issues affecting residents of Newfoundland and Labrador"
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	
<b>Weighting</b>	yes
<b>Threshold for PG Questions</b>	gambled in the past 12 months
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	494.2 EGMs per 100,000 People 18+ in 2009/2010; 0 Casinos. 2,059 EGMs in 2009. 2009 population of 508,862. 247 people per EGM.
<b>Past-Year Gambling Prevalence</b>	77%
<b>Problem Gambling Prevalence</b>	1.7% (3-7); 0.7% (8+); 2.4% combined
<b>Standardized Problem Gambling Prevalence</b>	1.5%
<b>Standardization Calculations</b>	$2.4 * .58 * 1.44 * .76 = 1.5\%$
<b>Demographic Correlates of PG</b>	equally likely to be male or female; ages 35 – 64; lower income
<b>Game Correlates of PG</b>	EGMs; Poker; Internet Poker
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/47656">http://hdl.handle.net/1880/47656</a>

<b>Location</b>	NOVA SCOTIA
<b>Year Study Conducted</b>	1993
<b>Age</b>	18+
<b>Sources</b>	Omnifacts Research. (1993). An Examination of the Prevalence of Gambling in Nova Scotia. Report #93090. Halifax: Nova Scotia Department of Health, Drug Dependency Services.
<b>Sample Size</b>	810
<b>Sampling Strategy</b>	Stratified the population of Nova Scotia into clusters then selected a proportionate random sample of listed telephone numbers for each cluster; random selection within household
<b>Survey Description</b>	gambling activities and attitudes towards gambling in Nova Scotia
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	39.5% (calculated from information contained in the report)
<b>Weighting</b>	no
<b>Threshold for PG Questions</b>	gambling for money in lifetime
<b>Assessment Instrument</b>	SOGS-L
<b>Gambling Availability</b>	VLTs introduced 1991; first casino in 1995. 1993 population of 923,925. ~1,300 EGMs in 1993. 711 people per EGM.
<b>Past-Year Gambling Prevalence</b>	(80% Lifetime)
<b>Problem Gambling Prevalence</b>	SOGS-L: 3.1% (3-4); 1.7% (5+); 4.8% combined
<b>Standardized Problem Gambling Prevalence</b>	2.6%
<b>Standardization Calculations</b>	$4.8 * .67 * .72 * 2.18 * .51 = 2.6\%$
<b>Demographic Correlates of PG</b>	young to middle aged males; slight majority of whom earn less than \$40,000 per year and have high school or less education; twice as likely to have been divorced or separated
<b>Game Correlates of PG</b>	
<b>Comments</b>	Report also included a separate sample of 300 adolescents 13 to 17 years of age.
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48485">http://hdl.handle.net/1880/48485</a>

<b>Location</b>	NOVA SCOTIA
<b>Year Study Conducted</b>	1996
<b>Age</b>	19+
<b>Sources</b>	Baseline Market Research. (1996). Final Report: 1996 Prevalence Study on Problem Gambling in Nova Scotia. Prepared for Nova Scotia Department of Health. Halifax, NS: Author.
<b>Sample Size</b>	801
<b>Sampling Strategy</b>	Stratified random sampling which ensured a known probability of selection for residents within each of Nova Scotia's four health regions; randomly generated telephone numbers obtained from a bank of telephone numbers; sample is representative of overall population of Nova Scotia (see table on p. 6).
<b>Survey Description</b>	gaming and leisure activities
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	41.9%
<b>Weighting</b>	Yes
<b>Threshold for PG Questions</b>	participated in at least one gambling activity in lifetime
<b>Assessment Instrument</b>	SOGS-PY & SOGS-L
<b>Gambling Availability</b>	VLTs introduced 1991; first casino in 1995. ~2,900 VLTs in 1996. 1996 population of 931,327.
<b>Past-Year Gambling Prevalence</b>	92% (96% Lifetime)
<b>Problem Gambling Prevalence</b>	SOGS-PY: 2.8% (3-4); 1.1% (5+); 3.9% combined SOGS-L: 3.6% (3-4); 1.9% (5+); 5.5% combined
<b>Standardized Problem Gambling Prevalence</b>	2.1%
<b>Standardization Calculations</b>	$3.9 * .72 * 1.44 * .53 = 2.1\%$
<b>Demographic Correlates of PG</b>	male; high school diploma or less
<b>Game Correlates of PG</b>	
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/194">http://hdl.handle.net/1880/194</a>

<b>Location</b>	NOVA SCOTIA
<b>Year Study Conducted</b>	2003
<b>Age</b>	19+
<b>Sources</b>	Focal Research Consultants. (2004). 2003 Nova Scotia Gambling Prevalence Study. Commissioned by the Nova Scotia Office of Health Promotion.
<b>Sample Size</b>	2800
<b>Sampling Strategy</b>	Random selection of household; surveying all adults in household.
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	68%
<b>Weighting</b>	No - "Due to sampling techniques used and the response rate achieved, it was unnecessary to weight the data to reflect population statistics."
<b>Threshold for PG Questions</b>	participated in at least one gambling activity in lifetime
<b>Assessment Instrument</b>	CPGI; Problem Gambling Triangulation Measure
<b>Gambling Availability</b>	673.1 EGMs per 100,000 People 18+ in 2002; 0.27 Casinos per 100,000 People 18+ in 2003. 4,975 EGMs in 2003. 2003 population of 937,491. 188 people per EGM.
<b>Past-Year Gambling Prevalence</b>	89.3%
<b>Problem Gambling Prevalence</b>	CPGI: 1.3% (3-7); 0.8% (8+); 2.1% combined
<b>Standardized Problem Gambling Prevalence</b>	1.4%
<b>Standardization Calculations</b>	CPGI: $2.1 * .58 * 1.59 * .74 = 1.4\%$
<b>Demographic Correlates of PG</b>	males; 25-34 year old age group
<b>Game Correlates of PG</b>	EGMs
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48486">http://hdl.handle.net/1880/48486</a>



<b>Location</b>	NOVA SCOTIA
<b>Year Study Conducted</b>	2007
<b>Age</b>	19+
<b>Sources</b>	Focal Research Consultants (2008). 2007 Adult Gambling Prevalence Study. Halifax, NS: Nova Scotia Health Promotion and Protection.
<b>Sample Size</b>	2500
<b>Sampling Strategy</b>	Geographically stratified random sampling; surveyed all adults in household.
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	60.6%
<b>Weighting</b>	No - "Due to sampling techniques used and the response rate achieved, it was unnecessary to weight the data to reflect population statistics."
<b>Threshold for PG Questions</b>	participated in at least one gambling activity in lifetime
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	436.6 EGMs per 100,000 People 18+ in 2007/2008; 0.3 Casinos per 100,000 People 18+ in 2007/2008. 3,285 EGMs in 2007. 2007 population of 935,794. 285 people per EGM.
<b>Past-Year Gambling Prevalence</b>	87%
<b>Problem Gambling Prevalence</b>	1.6% (3-7); 0.9% (8+); 2.5% combined
<b>Standardized Problem Gambling Prevalence</b>	1.7%
<b>Standardization Calculations</b>	$2.5 * .58 * 1.59 * .74 = 1.7\%$
<b>Demographic Correlates of PG</b>	males; under 35 years of age; disabled adults; unemployed; 19-24 year old age group (at risk); single, living common-law or separated
<b>Game Correlates of PG</b>	EGMs; daily lottery games
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48487">http://hdl.handle.net/1880/48487</a>

<b>Location</b>	NOVA SCOTIA
<b>Year Study Conducted</b>	2013
<b>Age</b>	19+
<b>Sources</b>	Nova Scotia Department of Health and Wellness. (2016). 2013 Nova Scotia Adult Gambling Information Collection Project Technical Report. Halifax, NS: Author.
<b>Sample Size</b>	5218
<b>Sampling Strategy</b>	Geographically stratified random sampling; surveyed all adults in household.
<b>Survey Description</b>	
<b>Administration Method</b>	telephone & online
<b>Response Rate</b>	32% (households selected for survey); 68.9% (adults completing survey within participating households).
<b>Weighting</b>	Yes - results weighted by sex and age within each zone.
<b>Threshold for PG Questions</b>	
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	
<b>Past-Year Gambling Prevalence</b>	72.8%
<b>Problem Gambling Prevalence</b>	1.3% (3-7); 0.7% (8+); 2.0% combined
<b>Standardized Problem Gambling Prevalence</b>	
<b>Standardization Calculations</b>	
<b>Demographic Correlates of PG</b>	19–24 years of age; single; male; low to moderate in level of household income; low level of education; self-identified as being of non-European descent (primarily aboriginal and Asian).
<b>Game Correlates of PG</b>	VLTS, casino games, and daily lotteries
<b>Comments</b>	The methodology used was equivalent to that used in the 2007 Nova Scotia Adult Gambling Prevalence Study. Because of differences between how PGSI categories were combined, "...comparing the PGSI results of the two reports [2007 & 2013] is methodologically inappropriate."
<b>Reference URL</b>	<a href="http://novascotia.ca/dhw/publications/Adult-Gambling-Information-Collect">http://novascotia.ca/dhw/publications/Adult-Gambling-Information-Collect</a>

<b>Location</b>	ONTARIO
<b>Year Study Conducted</b>	2001
<b>Age</b>	18+
<b>Sources</b>	Wiebe, J., Single, E., & Falkowski-Ham, A. (2001). Measuring Gambling and Problem Gambling in Ontario. Toronto, ON: Canadian Centre on Substance Abuse and Responsible Gambling Council (Ontario).
<b>Sample Size</b>	5000
<b>Sampling Strategy</b>	Random selection of live residential numbers; random selection within household; sample stratified by region, age and gender
<b>Survey Description</b>	the gambling activities and attitudes of adult Ontarians
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	37%
<b>Weighting</b>	age, region
<b>Threshold for PG Questions</b>	gambled in past year
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	19,798 EGMs in 2002. 2001 population of 11,896,663. 601 people per EGM.
<b>Past-Year Gambling Prevalence</b>	83%
<b>Problem Gambling Prevalence</b>	3.1% (3-7); 0.7% (8+); 3.8% combined
<b>Standardized Problem Gambling Prevalence</b>	1.7%
<b>Standardization Calculations</b>	$3.8 * .58 * 1.44 * .53 = 1.7\%$
<b>Demographic Correlates of PG</b>	male; ages 18 - 24, single; students; unemployed; better educated
<b>Game Correlates of PG</b>	lottery tickets; EGMs; scratch tickets; casino table games; gambling with bookie
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48246">http://hdl.handle.net/1880/48246</a>

<b>Location</b>	ONTARIO
<b>Year Study Conducted</b>	1993
<b>Age</b>	18-74
<b>Sources</b>	Insight Canada Research. (1993). Prevalence of Problem & Pathological Gambling in Ontario using the South Oaks Gambling Screen. Toronto, ON: Author.
<b>Sample Size</b>	1200
<b>Sampling Strategy</b>	Geographically stratified random-digit dialing.
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	65%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	
<b>Assessment Instrument</b>	SOGS-L (modified)
<b>Gambling Availability</b>	First casino introduced 1994. No EGMs in 1993.
<b>Past-Year Gambling Prevalence</b>	52% (Ontarians who have spent money on gambling activities in the past twelve months)
<b>Problem Gambling Prevalence</b>	SOGS-L: 7.7% (3-4); 0.9% (5+); 8.6% combined
<b>Standardized Problem Gambling Prevalence</b>	4.9%
<b>Standardization Calculations</b>	$8.6 * .72 * .67 * 1.59 * .74 = 4.9\%$
<b>Demographic Correlates of PG</b>	Males; ages 18-44 and 65-74; separated or never married; high school education or less; Canadian, French or Irish heritage; Aboriginal; annual household earnings between \$20,000 and \$29,999, and between \$50,000 and \$79,999; the unemployed or students; residents of Central and Northern Ontario.
<b>Game Correlates of PG</b>	
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48247">http://hdl.handle.net/1880/48247</a>

<b>Location</b>	ONTARIO
<b>Year Study Conducted</b>	1995
<b>Age</b>	18+
<b>Sources</b>	Ferris J., Stirpe T., & Ialomiteanu, A. (1996). Gambling in Ontario: A Report from a General Population Survey on Gambling-Related Problems and Opinions. Toronto, ON: Addiction Research Foundation.
<b>Sample Size</b>	1030
<b>Sampling Strategy</b>	Random digit dialing; random selection within household. The resulting sample is broadly representative of the adult population of Ontario living in private households with telephones.
<b>Survey Description</b>	issues that some people think are social problems
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	65%
<b>Weighting</b>	household size; number of telephone lines
<b>Threshold for PG Questions</b>	spent more than \$100 in their lifetime on gambling
<b>Assessment Instrument</b>	SOGS-PY (not reported) & SOGS-L; DSM-IV-PY & DSM-IV-L); Life Areas Problem Measure-PY
<b>Gambling Availability</b>	First casino introduced 1994. 1995 population of 10,950,119.
<b>Past-Year Gambling Prevalence</b>	84%
<b>Problem Gambling Prevalence</b>	SOGS-L: 1.94% (3-4); 1.65% (5+); 3.59% combined DSM-IV-PY: 2.0% (3-4); 0.2% (5+); 2.20% combined DSM-IV-L: 2.03% (3-4); 0.49% (5+); 2.52% combined Life Areas Problem Measure-PY: 5.7% (1 or more problems)
<b>Standardized Problem Gambling Prevalence</b>	4.2%
<b>Standardization Calculations</b>	$2.2 * 1.19 * 1.59 = 4.2\%$
<b>Demographic Correlates of PG</b>	Younger adults; males; divorced or separated; never married
<b>Game Correlates of PG</b>	lottery gambling; sports betting
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/41363">http://hdl.handle.net/1880/41363</a>

<b>Location</b>	ONTARIO
<b>Year Study Conducted</b>	2007-2008
<b>Age</b>	12+
<b>Sources</b>	Statistics Canada. (2009). Canadian Community Health Survey, Cycle 4.1, 2007 [computer file]. Ottawa, Ontario: Author. Health Statistics Division [producer]; Statistics Canada. Data Liberation Initiative [distributor]. (STC cat. no. 82M0013XCB). UT/DLS: Microdata Analysis and Subsetting (SDA) [data extraction tool], accessed August 18, 2011.
<b>Sample Size</b>	42,145 (age 15+)
<b>Sampling Strategy</b>	Random selection. The 07/08 CCHS was asked to respondents from a geographic area frame (50%) and a telephone frame (50%). The geographic area frame cases were collected in person where possible but some were collected by phone. The telephone frame cases were collected by phone.
<b>Survey Description</b>	"I'm calling regarding the Canadian Community Health Survey."....." This survey deals with various aspects of your health. I'll be asking about such things as physical activity, social relationships and health status. By health, we mean not only the absence of disease or injury but also physical, mental and social well-being."
<b>Administration Method</b>	Telephone (>50%); residential face-to-face interview (<50%)
<b>Response Rate</b>	73.6%
<b>Weighting</b>	Yes
<b>Threshold for PG Questions</b>	Participation in some type of gambling more than 5 times in past year. Also, if people indicated they "were not a gambler" they were not administered the CPGI, regardless of gambling frequency.
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	23,029 EGMs in 2007. 2007 population of 12,792,937. 556 people per EGM.
<b>Past-Year Gambling Prevalence</b>	68.1%
<b>Problem Gambling Prevalence</b>	0.9% (3-7); 0.3% (8+); 1.2% combined (data has been restricted to ages 15+)
<b>Standardized Problem Gambling Prevalence</b>	0.8%
<b>Standardization Calculations</b>	$1.2 * .58 * 1.22 = 0.8\%$
<b>Demographic Correlates of PG</b>	Male, age 20-29 & 50-59
<b>Game Correlates of PG</b>	

<b>Comments</b>	Note that a 50% administration modality weight was applied, as 50% of the interviews were conducted by phone. Unlike most surveys that collect sensitive demographic information at the very end, much of this is collected at the very outset of the CCHS. In addition, at the very outset the person is asked to provide his/her name, the names of all the other people living in the residence, and his/her date of birth.
<b>Reference URL</b>	
<b>Reference URL</b>	

<b>Location</b>	ONTARIO
<b>Year Study Conducted</b>	2003
<b>Age</b>	18+
<b>Sources</b>	Williams, R.J. & Wood, R.T. (2004b). Demographic Sources of Ontario Gaming Revenue. Final Report submitted to the Ontario Problem Gambling Research Centre, June 23, 2004.  Williams, R.J., & Wood, R.T. (2007b). The proportion of Ontario gambling revenue derived from problem gamblers. Canadian Public Policy, 33(3), 367-388.
<b>Sample Size</b>	6654
<b>Sampling Strategy</b>	Random digit dialing; random selection within household
<b>Survey Description</b>	'survey about gambling'
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	51%
<b>Weighting</b>	gender, age, ethnicity
<b>Threshold for PG Questions</b>	Spending at least \$9 in a typical month on some form of gambling in the past year.
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	215.6 EGMs per 100,000 People 18+ in 2003; 0.11 Casinos per 100,000 People 18+ in 2003. 20,402 EGMs in 2003. 2003 population of 12,242,273. 600 people per EGM.
<b>Past-Year Gambling Prevalence</b>	
<b>Problem Gambling Prevalence</b>	3.8% (3-7); 1.0% (8+); 4.8% combined
<b>Standardized Problem Gambling Prevalence</b>	3%
<b>Standardization Calculations</b>	$4.8 * .58 * 1.44 * .76 = 3.0\%$
<b>Demographic Correlates of PG</b>	male; Aboriginal and 'Other' Ethnicity; lower income; less education; single or divorced
<b>Game Correlates of PG</b>	
<b>Comments</b>	Not designed to be a prevalence study, but prevalence data was obtained.
<b>Reference URL</b>	<a href="http://hdl.handle.net/10133/380">http://hdl.handle.net/10133/380</a>



<b>Location</b>	ONTARIO
<b>Year Study Conducted</b>	2005
<b>Age</b>	18+
<b>Sources</b>	Wiebe, J., Mun, P., & Kauffman, N. (2006). Gambling and Problem Gambling in Ontario 2005. Toronto, ON: Responsible Gambling Council (Ontario).
<b>Sample Size</b>	3604
<b>Sampling Strategy</b>	Random digit dialing; random selection within household; Table 2.1.0 (p. 14) shows sample gender and age demographics compared to Statistics Canada's population estimates of Ontario for gender and age compositions in 2005 and 2004, respectively (Statistics Canada, 2006).
<b>Survey Description</b>	attitudes and behaviours towards gambling
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	46.4%
<b>Weighting</b>	Gender
<b>Threshold for PG Questions</b>	participate in any form of gambling
<b>Assessment Instrument</b>	CPGI (In addition to the annual time frame, time frames of the past 6 months and past month were also used.)
<b>Gambling Availability</b>	240.0 EGMs per 100,000 People 18+ in 2005/2006; 0.1 Casinos per 100,000 People 18+ in 2005/2006. 23,434 EGMs in 2005. 2005 population of 12,528,480. 435 people per EGM.
<b>Past-Year Gambling Prevalence</b>	63.3%
<b>Problem Gambling Prevalence</b>	2.6% (3-7); 0.8% (8+); 3.4% combined
<b>Standardized Problem Gambling Prevalence</b>	2.2%
<b>Standardization Calculations</b>	$3.4 * .58 * 1.44 * .76 = 2.2\%$
<b>Demographic Correlates of PG</b>	males; 18 to 24 year-olds; single and never married
<b>Game Correlates of PG</b>	gambling on slot machines in Ontario casinos; slots at racetracks
<b>Comments</b>	As shown in Table 4.1.0, problem gambling behaviour decreased as the time frame narrowed. From the 12-month time frame to the one-month time frame, the results showed that 50% fewer individuals were classified as at risk, as having moderate problems, and as having severe problems.
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48245">http://hdl.handle.net/1880/48245</a>

<b>Location</b>	ONTARIO
<b>Year Study Conducted</b>	2011
<b>Age</b>	18+
<b>Sources</b>	Williams, R. J. & Volberg, R. A. (2013). Gambling and problem gambling in Ontario. Report prepared for the Ontario Problem Gambling Research Centre and the Ontario Ministry of Health and Long Term Care. June 17, 2013.
<b>Sample Size</b>	4,026 telephone; 4,103 Online Panel
<b>Sampling Strategy</b>	Random digit dialing that included cell phones (2nd prevalence survey to include cell phones, first being Germany in 2010); stratified sampling to ensure 2/3rds true age x gender quotas in Ontario in 2009; random selection within the household (landlines only); 8 attempts to contact the designated person with these attempts spread over a 6 month period; recontacting 'soft refusals' at a later point to see if they would be willing to participate; language assist for French and Chinese respondents. Small subset (n = 500) where an attempt was made to interview everyone within the household.
<b>Survey Description</b>	'health & recreational behaviour'
<b>Administration Method</b>	telephone interview and self-administered online (Online Panel)
<b>Response Rate</b>	18.4% landlines; 10.7% cellphones; 21.6% entire household; 33.6% online panel
<b>Weighting</b>	age, gender, household size
<b>Threshold for PG Questions</b>	gambling once a month or more on some form of gambling in past year
<b>Assessment Instrument</b>	PPGM, CPGI
<b>Gambling Availability</b>	22,314 EGMs in 2010 (WCGM). 2011 population of 13,372,996. 599 people per EGM.
<b>Past-Year Gambling Prevalence</b>	82.9%
<b>Problem Gambling Prevalence</b>	Telephone CPGI 5+ = 1.04% Online Panel CPGI 5+ = 8.3% Telephone PPGM = 2.18% Online Panel PPGM = 10.5%
<b>Standardized Problem Gambling Prevalence</b>	1.23%
<b>Standardization Calculations</b>	Telephone CPGI 5+ = 1.04% * 1.44 * .53 = 0.79% Telephone PPGM = 2.18% * 1.44 * .53 = 1.66% Average = 1.23%
<b>Demographic Correlates of PG</b>	male; younger (particularly age 18 – 25); single; not have children; a non-European ancestry; significantly more likely to be users of tobacco and street drugs; to report additional behavioural addiction(s); and to have mental health problems.

<b>Game Correlates of PG</b>	participate in all forms of gambling to a greater extent except lottery tickets, raffle tickets, and horse race betting. The total number of formats problem gamblers engage in is significantly higher (4.3 versus 2.6) than non-problem gamblers as is their overall frequency of participation and monthly expenditure (\$618.31 versus \$55.85).
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/10133/3378">http://hdl.handle.net/10133/3378</a>

<b>Location</b>	PRINCE EDWARD ISLAND
<b>Year Study Conducted</b>	1999
<b>Age</b>	18+
<b>Sources</b>	Doiron, J., & Nicki, R.M. (1999). The Prevalence of Problem Gambling in Prince Edward Island. Fredericton: University of New Brunswick.  Doiron, J., & Nicki, R.M. (2001). Epidemiology of problem gambling in Prince Edward Island: A Canadian microcosm? Canadian Journal of Psychiatry, 46, 413-417.
<b>Sample Size</b>	809
<b>Sampling Strategy</b>	Random selection of numbers from the health database; stratified regional (Health Region) sampling; 3 call back attempts; random selection within household
<b>Survey Description</b>	confidential survey about gambling on Prince Edward Island
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	42.8%
<b>Weighting</b>	age, gender
<b>Threshold for PG Questions</b>	participated in at least one gambling activity in the 12 months
<b>Assessment Instrument</b>	SOGS-PY
<b>Gambling Availability</b>	VLTs introduced in 1991. ~400 EGMs in 1999. 1999 population of 136,281. 341 people per EGM.
<b>Past-Year Gambling Prevalence</b>	83%
<b>Problem Gambling Prevalence</b>	SOGS-PY: 1.1% (3-4); 2.0% (5+); 3.1% combined
<b>Standardized Problem Gambling Prevalence</b>	1.7%
<b>Standardization Calculations</b>	$3.1 * .72 * 1.44 * .53 = 1.7\%$
<b>Demographic Correlates of PG</b>	male; under the age of 30; not married; unemployed
<b>Game Correlates of PG</b>	EGMs; cards games; bingo; horse races; pull tabs/scratch tickets
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48202">http://hdl.handle.net/1880/48202</a>

<b>Location</b>	PRINCE EDWARD ISLAND
<b>Year Study Conducted</b>	2005
<b>Age</b>	18+
<b>Sources</b>	Doiron, J. (2006). Gambling and Problem Gambling in Prince Edward Island. Submitted to Prince Edward Island Department of Health.
<b>Sample Size</b>	1000
<b>Sampling Strategy</b>	The sample of 1000 respondents was selected so that it was representative of the Prince Edward Island population in terms of age, sex, and region of the province; random selection within household.
<b>Survey Description</b>	"research survey on the gambling activities and attitudes of P.E.I. residents"
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	38%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	participated in at least one gambling activity in the previous 12 months
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	523.3 EGMs per 100,000 People 18+ in 2005/2006; 0 Casinos per 100,000 People 18+ in 2005/2006. 563 EGMs in 2005. 2005 population of 138,055. 245 people per EGM.
<b>Past-Year Gambling Prevalence</b>	82%
<b>Problem Gambling Prevalence</b>	0.7% (3-7); 0.9% (8+); 1.6% combined
<b>Standardized Problem Gambling Prevalence</b>	1%
<b>Standardization Calculations</b>	$1.6 * .58 * 2.18 * .51 = 1.0\%$
<b>Demographic Correlates of PG</b>	males; receiving social assistance and/or employment insurance
<b>Game Correlates of PG</b>	EGMs
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48204">http://hdl.handle.net/1880/48204</a>

<b>Location</b>	QUEBEC
<b>Year Study Conducted</b>	1989
<b>Age</b>	18+
<b>Sources</b>	Ladouceur, R. (1991). Prevalence estimates of pathological gamblers in Quebec, Canada. <i>Canadian Journal of Psychiatry</i> , 36, 732-734.  Ladouceur, R. (1996). The prevalence of pathological gambling in Canada. <i>Journal of Gambling Studies</i> , 12(2), 129-142. doi: <a href="http://dx.doi.org/10.1007/BF01539170">http://dx.doi.org/10.1007/BF01539170</a>
<b>Sample Size</b>	1002
<b>Sampling Strategy</b>	Random selection of listed numbers; stratified sampling to proportionally represent the adult population of each area in the province; random selection within household; 5 attempts to contact each number.
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	68%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	
<b>Assessment Instrument</b>	SOGS-L
<b>Gambling Availability</b>	VLTs and casinos not introduced until 1993.
<b>Past-Year Gambling Prevalence</b>	52.2%
<b>Problem Gambling Prevalence</b>	SOGS-L: 2.6% (3-4); 1.2% (5+); 3.8% combined
<b>Standardized Problem Gambling Prevalence</b>	1.9%
<b>Standardization Calculations</b>	$3.8 * .72 * .60 * 1.59 * .74 = 1.9\%$
<b>Demographic Correlates of PG</b>	males; under age of 30 or between 40 and 49 years of age; incomes between \$15,000 and \$25,000 or between \$35,000 and \$50,000.
<b>Game Correlates of PG</b>	
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://dx.doi.org/10.1007/BF01539170">http://dx.doi.org/10.1007/BF01539170</a>

<b>Location</b>	QUEBEC
<b>Year Study Conducted</b>	1996
<b>Age</b>	18+
<b>Sources</b>	Ladouceur, R. (1996). The prevalence of pathological gambling in Canada. <i>Journal of Gambling Studies</i> , 12(2), 129-142. doi: <a href="http://dx.doi.org/10.1007/BF01539170">http://dx.doi.org/10.1007/BF01539170</a>  Ladouceur, R., Jacques, C., Ferland, F., Giroux, I. (1999). Prevalence of problem gambling: A replication study 7 years later. <i>Canadian Journal of Psychiatry</i> , 44(8), 802–804.
<b>Sample Size</b>	1257
<b>Sampling Strategy</b>	The sampling procedure used in 1996 is the same as the procedure used in the 1989 study.
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	68%
<b>Weighting</b>	age, sex
<b>Threshold for PG Questions</b>	
<b>Assessment Instrument</b>	SOGS-L
<b>Gambling Availability</b>	VLTs and casinos introduced 1993. 19,149 EGMs in 1999 (WCGM). ~14,800 VLTs in 1996. 1996 population of 7,246,897.
<b>Past-Year Gambling Prevalence</b>	63% (Later reported in results of 2002 Quebec survey as 90% due to lottery not being considered a form of gambling by some participants).
<b>Problem Gambling Prevalence</b>	1.4% (3-4); 1.0% (5+); 2.4% combined
<b>Standardized Problem Gambling Prevalence</b>	1.7%
<b>Standardization Calculations</b>	$2.4 * .72 * .67 * 1.44 * .76 = 1.7\%$
<b>Demographic Correlates of PG</b>	
<b>Game Correlates of PG</b>	
<b>Comments</b>	Prevalence figures came from the Ladouceur et al. (2005) study.
<b>Reference URL</b>	<a href="http://dx.doi.org/10.1007/BF01539170">http://dx.doi.org/10.1007/BF01539170</a>

<b>Location</b>	QUEBEC
<b>Year Study Conducted</b>	2002
<b>Age</b>	18+
<b>Sources</b>	Ladouceur, R., Jacques, C., Chevalier, S., Sévigny, S., Hamel, D., & Allard, D. (2004). Prévalence des habitudes de jeu et du jeu pathologique au Québec en 2002. Université Laval and Institut national de santé publique du Québec.  Ladouceur, R., Jacques, C., Chevalier, S., Sévigny, S., & Hamel, D. (2005). Prevalence of pathological gambling in Quebec in 2002. Canadian Journal of Psychiatry, 50, 451-456.
<b>Sample Size</b>	8842
<b>Sampling Strategy</b>	Randomly generated phone numbers covering all regions of Quebec; random selection within household.
<b>Survey Description</b>	"We would like to ask you some questions about activities you may have participated in the past 12 months."
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	60.8%
<b>Weighting</b>	Yes - number of telephone call attempts to reach the resident, the number of adults living in each residence, gender, the overall response rate, and region.
<b>Threshold for PG Questions</b>	Respondents had to answer "yes" to one of the following criteria to be assessed for problem gambling: 1) have spent more than \$520 annually on gambling or 2) have played too much, spent too much money, or spent too much time gambling.
<b>Assessment Instrument</b>	SOGS-L (for ½ of the sample); CPGI (for ½ of the sample)
<b>Gambling Availability</b>	20,031 EGMs in 2002. 2002 population of 7,441,076. 371 people per EGM.
<b>Past-Year Gambling Prevalence</b>	81%
<b>Problem Gambling Prevalence</b>	SOGS-L: 0.9% (3-4); 0.9% (5+); 1.8% combined CPGI: 1.0% (3-7); 0.7% (8+); 1.7% combined
<b>Standardized Problem Gambling Prevalence</b>	1.4%
<b>Standardization Calculations</b>	$1.7 * .58 * 1.44 = 1.4\%$
<b>Demographic Correlates of PG</b>	males; ages 18 - 24 years; not completing grade school or high school education; below the poverty line
<b>Game Correlates of PG</b>	
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://www.inspq.qc.ca/pdf/publications/266-PrevalenceHabitudesJeu.pdf">http://www.inspq.qc.ca/pdf/publications/266-PrevalenceHabitudesJeu.pdf</a>
<b>Reference URL</b>	<a href="http://ww1.cpa-apc.org:8080/publications/archives/cjp/2005/july/cjp-july-0">http://ww1.cpa-apc.org:8080/publications/archives/cjp/2005/july/cjp-july-0</a>



<b>Location</b>	QUEBEC
<b>Year Study Conducted</b>	2007-2008
<b>Age</b>	12+
<b>Sources</b>	Statistics Canada. (2009). Canadian Community Health Survey, Cycle 4.1, 2007 [computer file]. Ottawa, Ontario: Author. Health Statistics Division [producer]; Statistics Canada. Data Liberation Initiative [distributor]. (STC cat. no. 82M0013XCB). UT/DLS: Microdata Analysis and Subsetting (SDA) [data extraction tool], accessed August 18, 2011.
<b>Sample Size</b>	22,614 (age 15+)
<b>Sampling Strategy</b>	Random selection. The 07/08 CCHS was asked to respondents from a geographic area frame (50%) and a telephone frame (50%). The area frame cases were collected in person where possible but some were collected by phone. The telephone frame cases were collected by phone.
<b>Survey Description</b>	"I'm calling regarding the Canadian Community Health Survey. This survey deals with various aspects of your health..... I'll be asking about such things as physical activity, social relationships and health status. By health, we mean not only the absence of disease or injury but also physical, mental and social well-being."
<b>Administration Method</b>	Telephone (>50%); residential face-to-face interview (<50%)
<b>Response Rate</b>	76.6%
<b>Weighting</b>	Yes
<b>Threshold for PG Questions</b>	Participation in some type of gambling more than 5 times in past year. Also, if people indicated they "were not a gambler" they were not administered the CPGI, regardless of gambling frequency.
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	18,453 EGMs in 2007. 2007 population of 7,687,423. 417 people per EGM.
<b>Past-Year Gambling Prevalence</b>	71.8%
<b>Problem Gambling Prevalence</b>	1.0% (3-7); 0.4% (8+); 1.4% combined (data has been restricted to ages 15+)
<b>Standardized Problem Gambling Prevalence</b>	1%
<b>Standardization Calculations</b>	$1.4 * .58 * 1.22 = 1.0\%$
<b>Demographic Correlates of PG</b>	
<b>Game Correlates of PG</b>	
<b>Comments</b>	Note that a 50% administration modality weight was applied, as 50% of the interviews were conducted by phone. Unlike most surveys that collect sensitive demographic information at the very end, much of this is collected at the very outset of the CCHS. In addition the person is asked to provide his/her name, the names of all the other people living in the residence, and his/her date of birth.

<b>Location</b>	QUEBEC
<b>Year Study Conducted</b>	2009
<b>Age</b>	18+
<b>Sources</b>	Kairouz, S., Nadeau, L., & Paradis, C. (2011). Portrait of Gambling in Quebec: Prevalence, Incidence and Trajectories over Four Years. Montreal, QC: Université Concordia.  Kairouz, S., & Nadeau, L. (2010). Portrait du jeu au Québec: Prévalence, incidence et trajectoires sur quatre ans. Montreal, QC: Université Concordia.
<b>Sample Size</b>	11888
<b>Sampling Strategy</b>	Two-stage proportional random stratified design. In the first stage, a non-proportional stratified sample of households from the 16 administrative regions of Québec was used. Initially, the number of interviews to be completed per stratum was proportional to the square root of the estimated population of the stratum. An additional 1,888 respondents were added in the Laurentian region to permit special analyses to be carried out before the Tremblant casino opened. Random selection within household.
<b>Survey Description</b>	'gambling and gambling-related problems among Quebecers'
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	52.5%
<b>Weighting</b>	Yes
<b>Threshold for PG Questions</b>	gamblers who reported gambling more than 52 times a year on some form of gambling (other than lotteries) OR gamblers who gambled less than once a week on all individual forms of gambling but spent at least a combined total of \$500/yr on all forms of gambling OR if a gambler provided a positive answer to the question 'Do you feel you have spent too much money or time on games of chance in the past 12 months'
<b>Assessment Instrument</b>	CPGI -- Indice canadien du jeu excessif (ICJE)
<b>Gambling Availability</b>	280.1 EGMs per 100,000 People 18+; 0.1 Casinos per 100,000 People 18+. 18,776 EGMs in 2009. 2009 population of 7,826,891. 417 people per EGM.
<b>Past-Year Gambling Prevalence</b>	70.5%
<b>Problem Gambling Prevalence</b>	1.3% (3-7); 0.7% (8+); 2.0% combined
<b>Standardized Problem Gambling Prevalence</b>	1.3%
<b>Standardization Calculations</b>	$2.0 * .58 * 1.44 * .76 = 1.3\%$
<b>Demographic Correlates of PG</b>	males; 25 to 34 years; low educational attainment; low-income households
<b>Game Correlates of PG</b>	EGMs; Internet gambling
<b>Comments</b>	

<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/48548">http://hdl.handle.net/1880/48548</a>
<b>Reference URL</b>	<a href="http://socianth.concordia.ca/documents/Rapport%20%20d%27%C3%A9tats">http://socianth.concordia.ca/documents/Rapport%20%20d%27%C3%A9tats</a>

<b>Location</b>	QUEBEC
<b>Year Study Conducted</b>	2012
<b>Age</b>	18+
<b>Sources</b>	Kairouz, S., & Nadeau, L. (2014). Portrait du jeu au Québec: Prévalence, incidence et trajectoires sur quatre ans. Montreal, QC: Université Concordia.
<b>Sample Size</b>	12008
<b>Sampling Strategy</b>	random sample, representative of the non-institutionalized population aged 18 and over, speaking French or English, and living in private households throughout the province
<b>Survey Description</b>	
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	43.2%
<b>Weighting</b>	
<b>Threshold for PG Questions</b>	
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	
<b>Past-Year Gambling Prevalence</b>	66.6%
<b>Problem Gambling Prevalence</b>	1.4% (3-7); 0.4% (8+); 1.7% combined
<b>Standardized Problem Gambling Prevalence</b>	
<b>Standardization Calculations</b>	
<b>Demographic Correlates of PG</b>	males; disadvantaged background (low educational attainment, low-income, unemployed)
<b>Game Correlates of PG</b>	EGMs; Internet gambling
<b>Comments</b>	The questionnaire was identical in both the 2009 and 2012 waves.
<b>Reference URL</b>	<a href="http://www.concordia.ca/content/dam/artsci/research/lifestyle-addiction/d">http://www.concordia.ca/content/dam/artsci/research/lifestyle-addiction/d</a>

<b>Location</b>	SASKATCHEWAN
<b>Year Study Conducted</b>	1993
<b>Age</b>	18+
<b>Sources</b>	Volberg, R.A. (1994). Gambling and Problem Gambling in Saskatchewan. Report to the Minister's Advisory Committee on the Social Impacts of Gaming. Northampton, MA: Gemini Research.
<b>Sample Size</b>	1000
<b>Sampling Strategy</b>	1,000 random telephone numbers compiled based on predetermined regional representation criteria; 3 contact attempts on 3 non-consecutive days; random selection within household; obtained sample under-represented people under age 25 and lower education.
<b>Survey Description</b>	"gather information and opinions on gambling activities in Saskatchewan"
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	49.6%
<b>Weighting</b>	age, education
<b>Threshold for PG Questions</b>	had ever gambled money in lifetime
<b>Assessment Instrument</b>	SOGS-PY & SOGS-L
<b>Gambling Availability</b>	VLTs introduced in July 1993; casinos with slots in 1996. 1993 population of 1,006,900. 2,300 EGMs in 1994.
<b>Past-Year Gambling Prevalence</b>	87%
<b>Problem Gambling Prevalence</b>	SOGS-PY: 1.9% (3-4); 0.8% (5+); 2.7% combined SOGS-L: 2.8% (3-4); 1.2% (5+); 4.0% combined
<b>Standardized Problem Gambling Prevalence</b>	2.1%
<b>Standardization Calculations</b>	$2.7 * .72 * 1.44 * .76 = 2.1\%$
<b>Demographic Correlates of PG</b>	attainment, low-income, unemployed)
<b>Game Correlates of PG</b>	In contrast to other jurisdictions there is no clearcut relationship between types of gambling and the prevalence of problem and probable pathological gambling. The closest correlation is with the group that gambles with a bookmaker and on horses. The next closest correlation is with the group that gambles on sports and with friends. The third closest correlation is with the group that reports gambling at casinos, both in and out of the province.
<b>Comments</b>	Differences in the response categories for one item from the South Oaks Gambling Screen in the Saskatchewan survey may have slightly changed the psychometric properties of the screen.
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/47609">http://hdl.handle.net/1880/47609</a>

<b>Location</b>	SASKATCHEWAN
<b>Year Study Conducted</b>	2001
<b>Age</b>	19+
<b>Sources</b>	Wynne, H. (2002). Gambling and Problem Gambling in Saskatchewan: Final Report. Ottawa, ON: Canadian Centre on Substance Abuse.
<b>Sample Size</b>	1848
<b>Sampling Strategy</b>	Sample stratified geographically and by gender according to the 1996 census; random sample of residential telephone numbers conforming to four regions of the province: Regina, Saskatoon, rural communities, and rural Saskatchewan; random sample of unlisted telephone numbers for Regina and Saskatchewan; individual adult respondent selected using a "modified" most recent birthday method (modified the next birthday method in those regions where wide gaps between the sample distribution of men and women was significantly at variance with the population).
<b>Survey Description</b>	gambling attitudes and activities of Saskatchewan residents
<b>Administration Method</b>	telephone interview
<b>Response Rate</b>	59.7%
<b>Weighting</b>	gender, age, income
<b>Threshold for PG Questions</b>	gambling activity in the last 12 months
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	5,625 EGMs in 2002. 2001 population of 1,000,221. 178 people per EGM.
<b>Past-Year Gambling Prevalence</b>	86.6%
<b>Problem Gambling Prevalence</b>	4.7% (3-7); 1.2% (8+); 5.9% combined
<b>Standardized Problem Gambling Prevalence</b>	3.7%
<b>Standardization Calculations</b>	$5.9 * .58 * 1.44 * .76 = 3.7\%$
<b>Demographic Correlates of PG</b>	residents of Regina and Saskatoon; males; youngest age group (19-24 years); single; high school education or less; annual household income of <\$20,000; Aboriginals; unemployed
<b>Game Correlates of PG</b>	EGMs; instant win tickets; bingo
<b>Comments</b>	
<b>Reference URL</b>	<a href="http://hdl.handle.net/1880/47571">http://hdl.handle.net/1880/47571</a>

<b>Location</b>	SASKATCHEWAN
<b>Year Study Conducted</b>	2007-2008
<b>Age</b>	12+
<b>Sources</b>	Statistics Canada. (2009). Canadian Community Health Survey, Cycle 4.1, 2007 [computer file]. Ottawa, Ontario: Author. Health Statistics Division [producer]; Statistics Canada. Data Liberation Initiative [distributor]. (STC cat. no. 82M0013XCB). UT/DLS: Microdata Analysis and Subsetting (SDA) [data extraction tool], accessed August 18, 2011.
<b>Sample Size</b>	7,478 (age 15+)
<b>Sampling Strategy</b>	Random selection. The 07/08 CCHS was asked to respondents from a geographic area frame (50%) and a telephone frame (50%). The area frame cases were collected in person where possible but some were collected by phone. The telephone frame cases were collected by phone.
<b>Survey Description</b>	"I'm calling regarding the Canadian Community Health Survey. This survey deals with various aspects of your health. I'll be asking about such things as physical activity, social relationships and health status. By health, we mean not only the absence of disease or injury but also physical, mental and social well-being."
<b>Administration Method</b>	Telephone (>50%); residential face-to-face interview (<50%)
<b>Response Rate</b>	81.4%
<b>Weighting</b>	Yes
<b>Threshold for PG Questions</b>	Participation in some type of gambling more than 5 times in past year. Also, if people indicated they "were not a gambler" they were not administered the CPGI, regardless of gambling frequency.
<b>Assessment Instrument</b>	CPGI
<b>Gambling Availability</b>	6,640 EGMs in 2007. 2007 population of 1,000,257. 151 people per EGM.
<b>Past-Year Gambling Prevalence</b>	68.1%
<b>Problem Gambling Prevalence</b>	1.5% (3-7); 0.2% (8+); 1.7% combined (data has been restricted to ages 15+)
<b>Standardized Problem Gambling Prevalence</b>	1.2%
<b>Standardization Calculations</b>	$1.7 * .58 * 1.22 = 1.2\%$
<b>Demographic Correlates of PG</b>	
<b>Game Correlates of PG</b>	
<b>Comments</b>	Note that a 50% administration modality weight was applied, as 50% of the interviews were conducted by phone. Unlike most surveys that collect sensitive demographic information at the very end, much of this is collected at the very outset of the CCHS. In addition the person is asked to provide his/her name, the names of all the other people living in the residence, and his/her date of birth.